

ISSUE NO.  
**288**

FEBRUARY

MAR/APR PRE-ORDER



## GAME TRADE MAGAZINE



**MARVEL**  
**MULTIVERSE**  
**ROLE-PLAYING GAME**

\$3.99 US

\$3.72 CAN

36002



PRINTED IN CANADA

## IN THIS ISSUE:

- ALL ABOARD! BUILD THE BEST UNDERGROUND NETWORK IN *NEXT STATION* FROM BLUE ORANGE GAMES!
- CAN YOU CONTAIN THE ALIEN CONSTRUCT AND SAVE THE WORLD IN *SMIRK & DAGGER'S TESSERACT*?



# UNBOXED

- COMING THIS FALL -



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Kevin Wilson, Game Design Director (Descent, Arkham Horror, Android)  
Katarzyna Redesiuk, Art Director (Cyberpunk 2077, The Witcher 3, Thronebreaker, Gwent)  
Jane Chung Hoffacker, CEO (Arcane: League of Legends, Guitar Hero)



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### Marvel Multiverse Role-Playing Game

Adventure as never before alongside your favorite heroes and explore new worlds with the *Marvel Multiverse RPG*!

by Matt Forbeck & CJ Cervantes

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SPOTLIGHTS



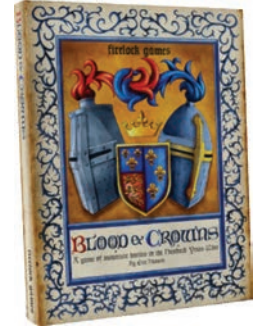
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## Greetings Dear Readers!

Welcome to your February 2024 issue of *Game Trade Magazine*!

The cold winds of winter are upon us and what better time to hunker down with some great games than now?

Are you in the market for something different in the role-playing sphere? Well, we definitely have you covered with this issue!

We kick things off with high adventure and super heroics in this issue – if you want to fight alongside your favorite comic book heroes, the *Marvel Multiversal RPG* is definitely for you! Battle the forces of evil and defeat their machinations as never before around the tabletop.

Next up we have *The Vault: Rules Compendium* for the *Everyday Heroes* role-playing game. Our friends at Evil Genius Games give us a closer look at 'Mech combat and other rules governing the application of giant battle robots in your next RPG game.

Speaking of giant robots, you need to grab a copy of the *Essence20 RPG system Field Guide to Action and Adventure Crossover Sourcebook* from Renegade Game Studios! This one resource will have you combining Transformers, Zords, G.I. Joes, and more for your next tabletop RPG adventure!

And if fast-paced cinematic action on the gametable is something you enjoy, be sure to check out Smirk & Dagger's *Tesseract*! Take on the role of scientists, mathematicians, and more as you work together to defeat an alien construct from the fourth dimension!

Of course, if you prefer your stakes to be a little less than world-ending, you can try your hand at constructing the best transit network in cities like *London* and *Tokyo* with the *Next Station* series from Blue Orange Games.

No matter what your tastes and preferences may be, we're sure there's a game or two in this issue you'll enjoy at your next get-together.

Thanks for joining us for this latest issue and be sure to stay warm out there!

Game on,  
JG



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# WHAT'S ON THE GAME TABLE?

This month, as you gather around in groups both large and small, we have a handful of games on our tables we think you should check out:

First up, we have *Beer & Bread* (CSG BB-01) from Capstone Games. This charming game places players in the roles of one of two villages competing to craft the most beer and bake the most bread over multiple seasons of waxing and waning resources.

Of course, if we're talking about two-player games, we certainly must mention Smirk & Dagger's *Boop* (SND 1009) and *Boooop* (SND 1013)! These absolutely delightful games are perfect for cat lovers as well as gamers who enjoy a simple ruleset as well as deceptively complex strategy.

Speaking of cats, if you enjoy feline mischief then you should check out Greater Than Games' *Purrfect Match* (GTG PURR-CORE). Gather the best and most varieties of cats, attract patrons and build the greatest cat café in this fun and fancy game for 2-4 players.

Something else a couple of us have enjoyed around the tabletop lately is *Cosmoctopus* (LKY CSM-R01-EN) from Lucky Duck Games. This latest offering from Henry Audubon (of *Parks and Trails* fame) is an absolute blast as you work to collect relics and more to summon the extra-galactic namesake for victory!

If you like fast-paced games, I definitely recommend AEG's *Fit to Print* (AEG 1028). Compete with other players to lay out the best town paper as you assemble your articles, ads, and more for the front page! Maybe it's just the editor in me, but I've been loving this one lately.

Last, and certainly not least, if you're a Frank Herbert fan, or just enjoyed the latest cinematic offering, then *Dune Imperium* (DWD 01000) is worth your time. This deeply thematic strategy game from Dire Wolf Digital will have you managing scarce resources and seeking allies in the first new *Dune* board game in over 40 years!

We hope you enjoyed this latest sneak-peek at our game table. What's on yours?







New  
Solo Mode!



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- A beautiful game that grows into a unique work of art every time you play!
- Grow flowers one petal at a time using a clever and original card laying mechanic!
- New printing with added content and a Solo Mode!

**Available March, 2024**

RGS00527

MSRP \$30

1-4 Players

Ages 8+

30 Mins





## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's first issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

### DESIGNER DIARY

**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

### COVER STORY

### PREVIEW

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next **HOT** item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

### FEATURE

### EXCLUSIVE

**EXCLUSIVES:** While virtually **ALL** of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

### SPOTLIGHT

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.  
TAC 691486... \$34.95

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15526

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15527

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out! Scheduled to ship in September 2020.  
USO 08010720... PI

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO 01113449... PI

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.  
USO 04ND0595... PI

**RISEING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Riseing series, The Batman Who Laughs Riseing players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO 0C010103... PI

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO 9096712... PI

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.  
USO 91033069... PI

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C7512000... PI

MAGIC THE GATHERING CCG: CORE 2021  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (34) WOC C75030000... PI  
BUNDLE WOC C75070000... PI  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000... PI  
PLANESWALKER DECK DISPLAY (10) WOC C75060000... PI  
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400... PI

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019... \$69.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752... \$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755... \$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753... \$16.99

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backgrounds for something new! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520... \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON



**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at **Editor@GameTradeMagazine.com**





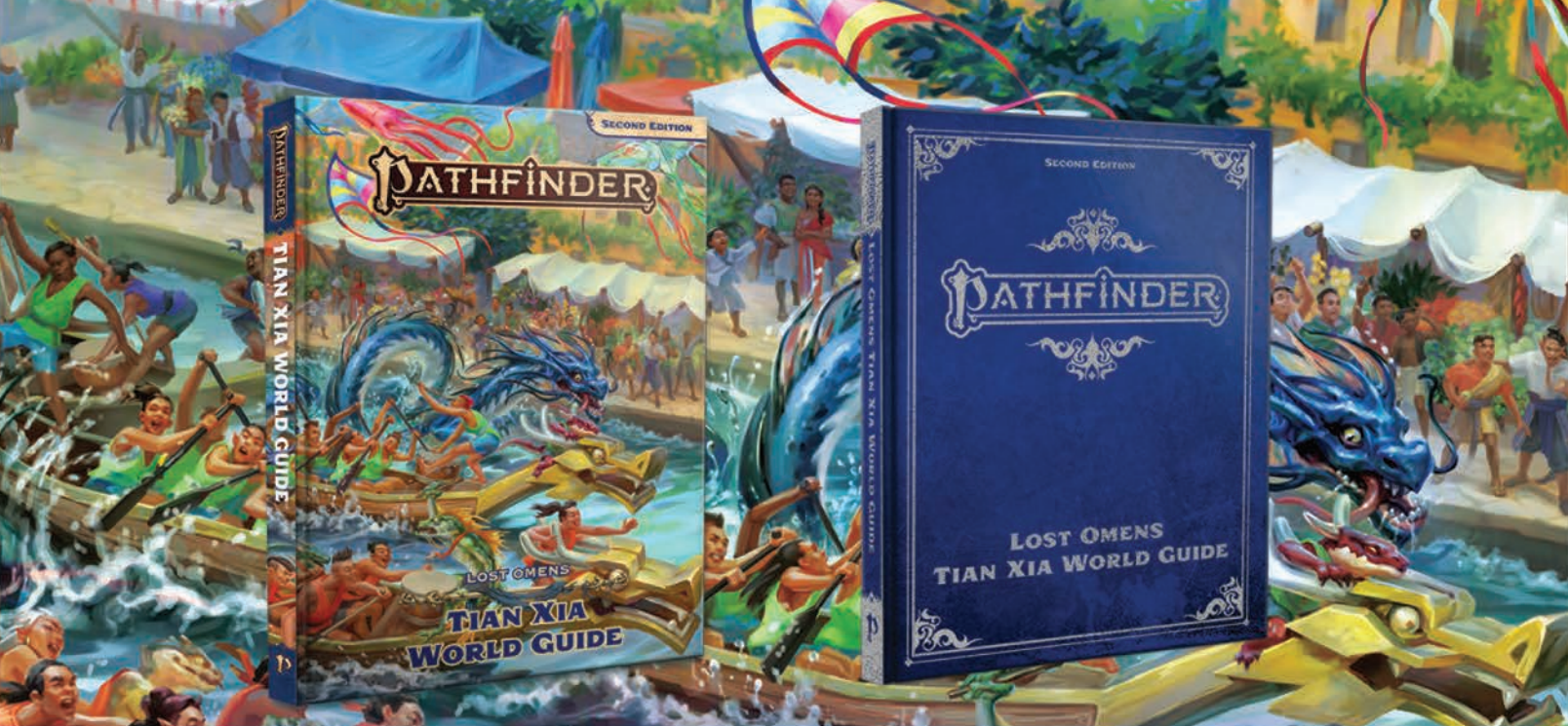
BOTH OF WHICH USE ABOUT THE SAME NUMBER OF FIGURES, ORGANIZED IN EXTRA-ORDINARILY SIMILAR UNITS, SAVE THAT ONE EMPLOYS SQUARE BASES, WHILE THE OTHER UTILIZES CIRCULAR BASES, NEITHER OF WHICH AFFECTS GAMEPLAY IN THE SLIGHTEST?



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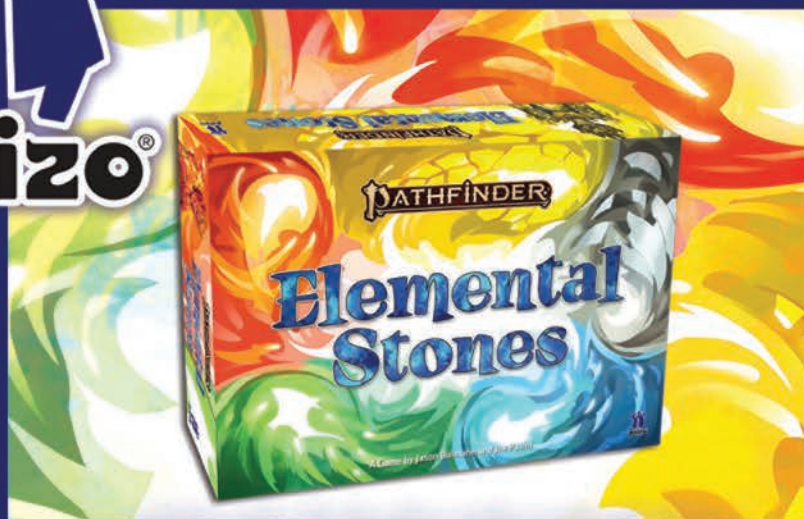
Dragons once served as the stewards of this land, commanded by Heavenly decree. Can you live up to their lofty expectations, or will you flounder and fail like countless kingdoms before you? This massive gazetteer features a look at the history, cultures, and peoples of Tian Xia, with summaries of over 20 distinct nations and kingdoms on, above, and under the continent.

PZ013001-HC, PZ013001-SE - HC - \$79.99, SE - \$99.99



As the nation of Taldor grew, it picked away at the surrounding wilderness, riling the forest's inhabitants into cyclical violence. Millennia later, Taldor and the druids of the Wildwood Lodge negotiated peace with the Treaty of the Wildwood. As guests gather for the Greenwood Gala, will they resolve old grudges—or spark war?

PZ015201-SC - \$29.99



Take on the role of an elemental sovereign, shaping the very nature of reality in this fast-moving game of token placement and pattern matching.

PZ05504 - \$39.99



# MULTIVERSE ROLE-PLAYING GAME

## MARVEL MULTIVERSE RPG: CORE RULEBOOK

RHP 837 ..... \$59.99 | Available Now!

## MARVEL MULTIVERSE RPG: THE CATAclysm OF KANG

RHP 566 ..... \$49.99 | Available Now!

The *Marvel Multiverse Role-Playing Game Core Rulebook* and first adventure book, *The Cataclysm of Kang*, are in stores now! Enjoy this exclusive interview with the game's writer Matt Forbeck, as well as Producer & Product Lead CJ Cervantes.

**The Core Rulebook contains over one hundred pre-generated Marvel Characters. If you had to choose one as your favorite, who would you pick?**

**MATT FORBECK:** For me, it's Peter Parker all the way. I grew up reading Spider-Man comics, and I still crack the new ones open as soon as they arrive. From a wild powers point of view, though, if you want to move around the Multiverse fast, no one beats America Chavez.

**CJ CERVANTES:** While Miles Morales is hands down my favorite Super Hero of all time, Ant-Man is my favorite character in the game. We spent a lot of time developing the Resize powers, and it's easily my favorite power set. Shrinking down to the size of an ant or growing as large as a kaiju brings a larger (or smaller) than life element to the game.

**There are over three hundred powers in the Core Rulebook — which are your current favorites and why?**

**MATT FORBECK:** I like lots of them, but my favorite is probably Wisecracker. If a foe misses you with an attack, this power lets you mock them hard enough that they actually lose Focus (our mental hit points). It feels so Marvel.



**CJ CERVANTES:** While it's not technically a power, Fastball Special is my favorite move. We've all seen that iconic moment where Colossus hurls Wolverine headfirst into a group of enemies. Watching fans use this Reaction at the table brings a giant smile to my face every time.

**How would you describe the character creation process in the Marvel Multiverse Role-Playing Game?**

**MATT FORBECK:** For a tabletop RPG, it's pretty straightforward.

There are five steps:

1. Pick your rank. That's your hero's relative power — from 1 to 6, with 1 being an ordinary person and 6 being a cosmic contender.
2. Figure out your ability scores. You get five points per rank to spread among six abilities.
3. Pick your origin and profession, plus any other traits and tags.
4. Pick your powers.
5. Do a little simple math (addition) to figure out any final scores.

**CJ CERVANTES:** Don't forget about the person behind the mask! How did they discover their powers? Do they have any weaknesses? Make sure to check out the Creating a Character the Marvel Way section of the *Core Rulebook* (pg. 48) for some ideas on how to make a character that really resonates with you.





**When trying to find the sweet spot between game balance and comic fun, what was your design philosophy?**

**MATT FORBECK:** Fun. Fun, fun, fun, fun, fun. Oh, and more fun with an extra topping of fun. Game balance is great — and we strive for that — but enjoying the game is far more important.

**CJ CERVANTES:** Matt nailed it! Sometimes, Super Heroes don't make a whole lot of sense. How do you design a game where someone can shoot lasers from their eyes and lift entire buildings? When trying to quantify that in a game sense, it's important to remember that at the end of the day, we play to have fun.

**What separates the Marvel Multiverse Role-Playing Game from other RPGs?**

**CJ CERVANTES:** There is no shortage of amazing RPGs out there, so if you decide to pick up and play ours, I want to personally thank you. Once you open the cover, you'll quickly learn that our core mechanic is very accessible for both new and veteran RPG players. For example, our dice system was built using only three six-sided dice (3d6). This is by design. Lowering the barrier to entry allows us to play the game and share the hobby with a whole breadth of new players. The book is chockful of pre-generated Marvel Super Heroes for you to play

and a ton of powers for you to explore. So whether you're playing as your favorite character or creating your own, being able to embark on your own Marvel adventure with friends is what makes our game truly special.

**The game went through an extensive playtest period. How would you say the Playtest Rulebook is different from the Core Rulebook?**

**MATT FORBECK:** So many ways! For one, it's a LOT bigger by two hundred pages. But to your point, we took all the great feedback our playtesters gave us, stripped the playtest game down to the studs and rebuilt it from there to be stronger, faster, better. We eliminated archetypes, slimmed the ranks down from 25 to 6 and streamlined the d616 System to handle action checks and damages in a single roll.

**CJ CERVANTES:** Firstly, huge shout-out to all of our playtesters. We appreciate you for all of the incredible feedback you gave us. Our goal was to make the game faster, leaner and fun-er (I hope proofreading lets me keep that). We found that the playtest version of the game had a ton of bloat that made it feel clunky. By stripping it down and rebuilding it from the ground up, we were able to make a game that not only feels super but authentically Marvel.

**What advice would you give to new players of the game or role-playing games as a whole?**

**MATT FORBECK:** Take it easy and have fun. Don't worry about whether or not you're doing it right. No matter if you're the Narrator or one of the other players, you're all on the same side, rooting for each other. As long as everyone at the table is having a good time, you're doing it right.

**CJ CERVANTES:** Remember, every game at a table is its own universe. If something doesn't go according to plan or follow Marvel lore, that's okay! What's important is having fun. It's your Multiverse after all.

...

Matt Forbeck is an award-winning and New York Times bestselling author and game designer of over thirty-five novels and countless games. His projects have won a Peabody Award, a Scribe Award, and several ENnies and Origins Awards.

CJ Cervantes is the Producer & Project Lead for the Marvel Multiverse RPG. He has developed a breadth of projects at Marvel during his years long career, working with partners like The Weeknd, the Washington Wizards, and LEGO DUPLO.





## Roll d616

When you're asked to roll d616, roll your three six-sided dice and add up the numbers.

**Example:** You roll 3 5 4, so your total is 12.



Note that when we list the results for a d616 roll, we always list the Marvel die as the middle die. Think of it as the number 1 in the 616.

There is one special exception when you add up the dice. If your Marvel die comes up with a Marvel logo, that's a *Fantastic result*. Count the Marvel die as a 6 instead of a 1 and then add up the numbers like usual.

When we list an action check that has a Fantastic roll as its result, we use an M to represent the middle (Marvel) die.



**Example:** You roll 3 M 6, so your total is 15.

## Apply Ability Score

Add the character's *ability score* for the ability they're using to try to pull off the attempted action, like using their Melee ability to punch someone.

An ability score helps define what a character is good at. They can range from -3 to +9 or more, so the numbers can make a huge difference. You'll learn more about ability scores in Chapter 3.

## Compare the Total to the Target Number

Every action check has a *target number* (TN). This is the number that you're trying to meet or beat with the d616 roll.

The rules describe the TNs for a number of different action checks. If a particular kind of action check isn't covered by the rules, it's up to the Narrator to determine the target number, using their judgment.

If the result of the action check's d616 roll meets or beats the target number, then the action succeeds. If it's less than the target number, the action fails.

**Example:** A S.H.I.E.L.D. agent has been cornered by three A.I.M. scientists, and the agent decides to fight their way past them. Their player declares that the agent wants to punch one of the scientists.

The Narrator announces that the target number for this action check is 10. The agent's player makes a d616 roll. The result is 2 4 3. That totals up to 9, which would fail. The attack would miss!



However, the agent gets to add the appropriate ability score from their character profile, which in this case is +1. That brings the total up to 10, which is a success! Pow!

Art by Daniel Acuña





# SPIDER-MAN (PETER PARKER)



Art by Jerome Opeña

<b>RANK</b> <b>4</b>	<b>KARMA</b> <b>4</b>
<b>HEALTH</b> <b>90</b>	<b>DAMAGE REDUCTION</b> —
<b>FOCUS</b> <b>90</b>	<b>DAMAGE REDUCTION</b> —
<b>SPEED</b> Run/Climb/Jump: 6 Swim: 3 Glide: 12 Swingline: 18	<b>INITIATIVE MODIFIER</b> <b>+3E</b>

## ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
<b>5</b> MELEE	<b>19</b>	<b>+6</b>
<b>7</b> AGILITY	<b>19</b>	<b>+7</b>
<b>3</b> RESILIENCE	<b>13</b>	<b>+3</b>
<b>3</b> VIGILANCE	<b>13</b>	<b>+3</b>
<b>0</b> EGO	<b>14</b>	<b>0</b>
<b>4</b> LOGIC	<b>14</b>	<b>+5</b>

## DAMAGE

<b>MELEE</b>	<b>MARVEL x 5</b> MULTIPLIER	<b>+</b>	<b>5</b> ABILITY
<b>AGILITY</b>	<b>MARVEL x 4</b> MULTIPLIER	<b>+</b>	<b>7</b> ABILITY
<b>EGO</b>	<b>MARVEL x 4</b> MULTIPLIER	<b>+</b>	<b>0</b> ABILITY
<b>LOGIC</b>	<b>MARVEL x 5</b> MULTIPLIER	<b>+</b>	<b>4</b> ABILITY

## TRAITS & TAGS

- |   |  |
|---|--|
| <b>TRAITS</b> <ul style="list-style-type: none"> <li>♦ Audience</li> <li>♦ Combat Reflexes</li> <li>♦ <b>Connections:</b> Sources</li> <li>♦ Free Running</li> <li>♦ Inventor</li> <li>♦ Pundit</li> <li>♦ Scientific Expertise</li> <li>♦ Weird</li> </ul> | <b>TAGS</b> <ul style="list-style-type: none"> <li>♦ Heroic</li> <li>♦ <b>Obligation:</b> Aunt May</li> <li>♦ Poor</li> <li>♦ Secret Identity</li> </ul> |
|---|--|

## POWERS

- |  |   |
|--|---|
| <b>BASIC</b> <ul style="list-style-type: none"> <li>♦ Brilliance 1</li> <li>♦ Combat Trickery</li> <li>♦ Evasion</li> <li>♦ Inspiration</li> <li>♦ Integrity</li> <li>♦ Mighty 1</li> <li>♦ Wisecracker</li> </ul> | <b>SPIDER-POWERS</b> <ul style="list-style-type: none"> <li>♦ Jump 1</li> <li>♦ Spider-Dodge</li> <li>♦ Spider-Sense</li> <li>♦ Spider-Strike</li> <li>♦ Wallcrawling</li> <li>♦ Webcasting</li> <li>♦ Webgliding</li> <li>♦ Webgrabbing</li> <li>♦ Webslinging</li> <li>♦ Webtrapping</li> </ul> |
|--|---|

## BIOGRAPHY

**Real Name:** Peter Parker  
**Height:** 5'10" **Weight:** 170 lbs. **Gender:** Male  
**Eyes:** Hazel **Hair:** Brown **Size:** Average  
**Distinguishing Features:** None  
**Occupation:** Journalist  
**Origin:** Weird Science  
**Teams:** Avengers, Fantastic Four, Spider-Army  
**Base:** New York City

### HISTORY

Bitten by a radioactive spider when he was in high school, Peter Parker gained a suite of spider-related powers. He exploited them for profit until he let a robber get away who later shot and killed his Uncle Ben in a botched burglary, driving home the lesson "with great power there must also come great responsibility." Since then, Parker has dedicated himself to fighting crime and helping those who have less power than him.

Over the years, Parker has been cloned, discovered one of his costumes was an alien symbiote and learned more about his deep connection to the Spider-Totem. At the same time, he's battled against the most colorful rogues' gallery around. Meanwhile, he's met up with several different variations of Spider-Man hailing from alternate dimensions, including the younger Miles Morales, also known as Spider-Man.

### PERSONALITY

Parker is a genius who often lets his sense of responsibility get in the way of taking care of the basics of his life. He's known for his sharp wit and his wisecracking ways, which he often uses to enrage his foes. Despite the problems that often plague his personal life, it's rare that he lets feeling sorry for himself stop him from helping others, especially when he's in costume, webswinging through the city's streets.



## NEXT STATION LONDON

BOG 09050 ..... \$17.99 | Available Now!

What features differentiate a good game from a great game? Is it physical extrinsic factors like attractive packaging, a compact size that makes for easy transportability, minimal parts that result in quick set-up? Or do conceptual intrinsic factors like well-thought out game design, thematic accuracy, dynamism and high replay value carry more weight? When it comes to expansions, are gamers interested in the cohesiveness of the series or the inclusion of additional bonuses and/or interchangeable parts? Whichever category gamers fall into, one thing is for certain: the flip-and-write *Next Station* series delivers on all of these factors.

### OBJECT OF GAME

The *Next Station* series is created by Matthew Dunstan and illustrated by Maxime Morin. Game play lasts about 25 minutes and can be played by 1 to 4 people, ages 8 and up. Players must build the best possible underground network, strategically connecting different stations in the city with 4 subway lines.



### LONDON VERSUS TOKYO

#### 1) Map Comparison

Each map is split into 13 districts with 4 different colored departure stations. There are 4 kinds of metro stations, each represented by a symbol: Square, Triangle, Pentagon, Circle. In *London*, there are five tourist stations distinguished by compass points surrounding their Underground station symbol, and the River Thames features prominently. In comparison, *Tokyo* contains a pre-drawn green line called the Yamanote loop. Players can only access the central district by moving through fixed stations on this loop.

#### 2) How to Play

Each player starts the game with a map and a colored pencil. The pencil will indicate which line will be drawn first as well as what will be the departure station. Each game lasts four rounds.

With each turn, flip over a Station card and identify the shape of the station you can connect your line to. Follow the dotted lines and draw the next section of your line: you mustn't cross another subway line and are not allowed to return to a station that is already on the subway line you are currently building. Continue flipping over station cards, always extending your subway line from one of the ends of the line. After the fifth Underground Station card is flipped over and applied, the round ends. Calculate your points then take the colored pencil from the player on your right to begin the next round.

## NEXT STATION TOKYO

BOG 09074 ..... \$17.99 | Available Now!



#### 3) Card Components

##### Station Cards

The Station Cards in the *Next Station* series consist of Above Ground and Underground Stations. A round always ends once the fifth Underground Station card is flipped over. In *London*, these are the pink and yellow cards. In *Tokyo*, they are the green cards.

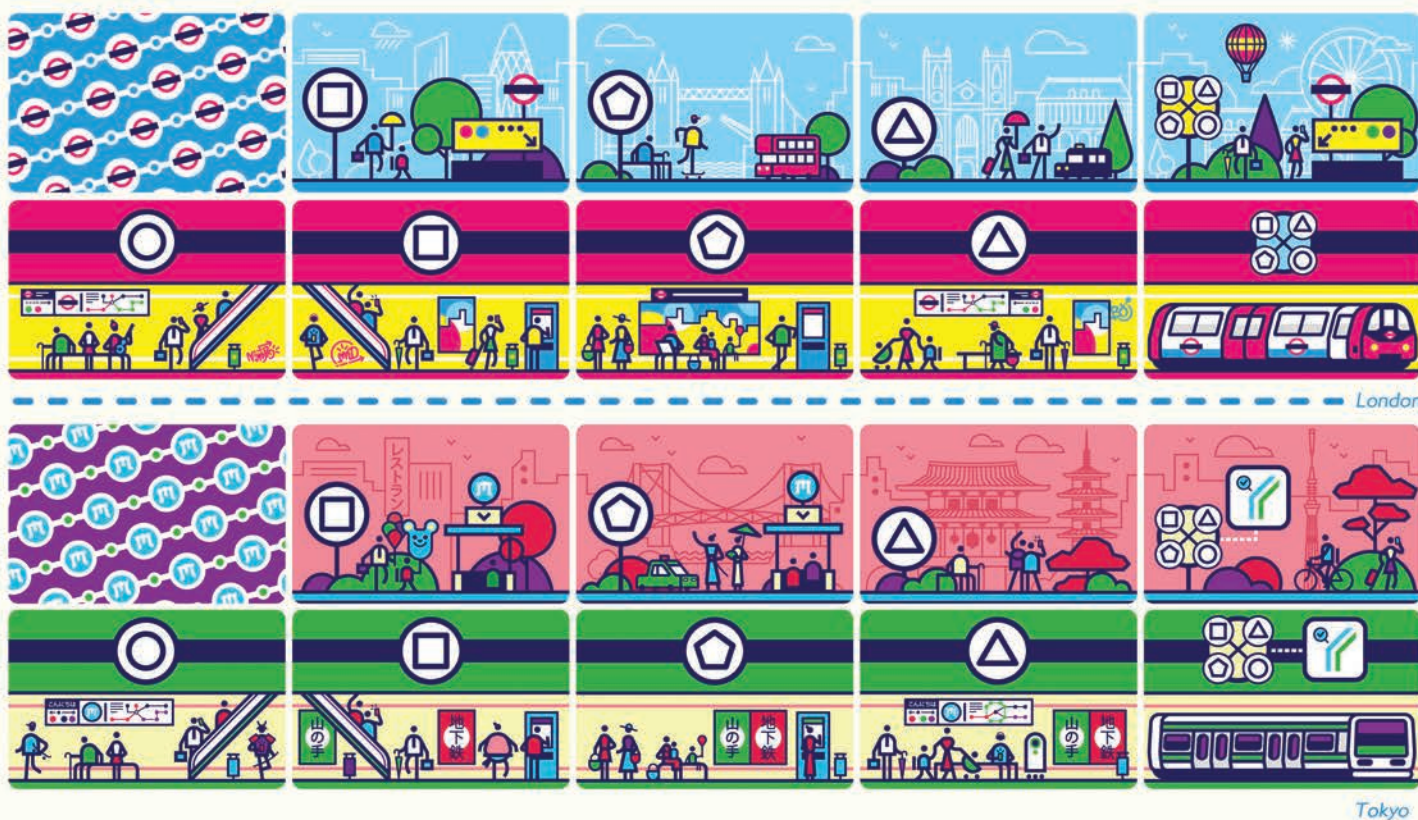


##### Wild Cards

In *Next Station London*, the railway switch card operates as a wild card. When it is flipped over, a station card is also immediately flipped, and players are allowed to create an additional subway line running off any station on the main line they are constructing.

There is also a multi-station wild card present in both versions that when flipped allows players to connect to any station of their choosing. Within *Tokyo*, the multistation wild Card has an additional

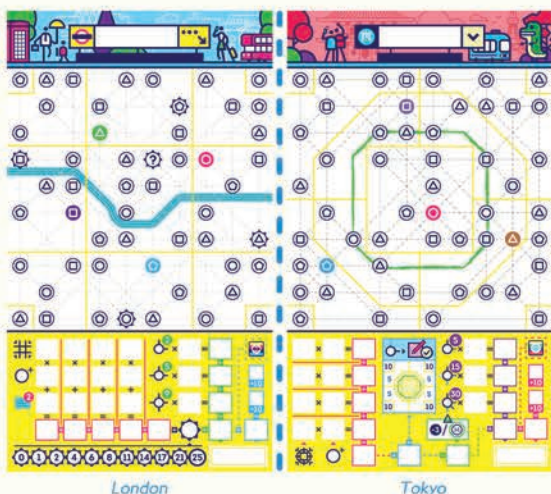




feature — the Double Rail Track. With this card, players may now run two lines side by side. This action was forbidden in *London*, but in *Tokyo* with a pre-drawn line on the map, this change solves the problem of the map being too restrictive.

### ADVANCED MODULES

Both versions come with challenge and objective cards for players that want to up the difficulty level. These cards are interchangeable and can be used with either version.



*London* contains Pencil Power cards that link a special power to one single pencil color for the entire game. *Tokyo* contains Special Station and Effect Cards that link to each other and allow players, if they wish, to use the special effect one time during a round when a Station Card with that symbol is revealed.

### END GAME

With a healthy sprinkling of chance coupled with ingenuity, the *Next Station* Series proves to be both engaging and challenging. The goal of the designers was to pay homage to *London* and *Tokyo* city layouts while allowing players to create realistic looking maps. Bearing this in mind, once all points have been tabulated and all subway lines have been finalized, we invite you to stand back and discuss with your fellow players: would your metro make sense in real life?



*Teresa Lazzaretto hails from a mirrored parallel reality and enjoys continually questioning all things, real and imagined!*





WizKids and *Critical Role* have partnered to bring some memorable moments from the world of *Critical Role* to life! From the main campaign to one-shots, WizKids has your favorite characters ready to add to your campaign or to display on your shelf.



### **The Darrington Brigade** (WZK 74283 • \$69.99)

In the years since his adventures with Vox Machina, Sir Taryon Darrington has been hard at work rehabilitating his family's reputation, highlighted by the founding of the Darrington Brigade, Wildemount's only not-for-profit mercenary group. If there's a dragon to slay, they slay it. If there's a damsel in distress, they unstress her. Their adventures are known far and wide in Taryon's bestselling book, *The Daring Trials and Tribulations of Sir Taryon Darrington*.

*The Adventures of the Darrington Brigade*, a one-shot campaign held in front of a live audience, saw Sam Riegel reprise the role of Sir Taryon Darrington from Campaign 1 of *Critical Role* with his mechanical servant Doty and husband Lawrence Darrington. The trio vet a group of new recruits, played by the rest of the cast, in standard Vox Machina style: head-to-head combat! Farriwen Breeze (Laura Bailey), the light on her feet Zeran hand to hand fighter faces off with The Dark Owl (Taliesin Jaffe), the cowl with a scowl whose religion is Justice, a Human warrior assassin. The fully tatted Half-Elven brawler, Damian Vadoma (Ashley Johnson), will "Never Forget" her quick scrap with the wild Halfling healer, Macaroni Samsonite (Travis Willingham). Aided by his newfound sight, the lovable Ogre warrior Buddy (Liam O'Brien) rounds out the tryouts in battle with the Dwarven musician Hazel Copperpot (Marisha Ray), the One-Woman Band and budding entrepreneur from Hupperdook.

*The Critical Role: Darrington Brigade Boxed Set* by WizKids features nine hand painted miniatures for the entire band of misfits, all seven player characters, and Doty and Lawrence. Gather the party for your own adventures in Wildemount as soon as they've signed all their waivers and understand the totally not-for-profit nature of the Brigade.

### **Shademother** (WZK 74287 • \$44.99)

Deep in the Underrush Mines beneath Jrusar, something wicked is plotting in the shadows. The Shademother looks to grow her family as they spread throughout the city. Detached from her over 60-foot-long slug-like mass, the Shademother is a huge figure that has gained the ability to hover thanks to chunks of Brumestone implanted into her fleshy slug-like body.

First encountered by Bells Hells during episode 16 of *Critical Role*'s third campaign, the *Shademother* pre-painted Boxed Miniature marks a first in the partnership between *Critical Role* and WizKids. Based on a sketch and description from the mind of Matthew Mercer, the WizKids



sculpting team had the pleasure of bringing this hovering horror to the *Critical Role* table. The tabletop version, the first of its kind, was hand-painted by Iron Tusk Painting for the encounter. Critters can now add this game-designed miniature to their own collection.



### **Calamity** (WZK 74291 • \$49.99)

Fire... *Exandria Unlimited: Calamity*, a four-part miniseries with the game master Brennan Lee Mulligan, takes place in the distant past of the Exandria we see today on *Critical Role*'s current campaign. Though echoes of these events can still be seen throughout modern-day Exandria, the Age of Arcanum was a time when magical experimentation and advancement were at their pinnacle. The story follows the Ring of Brass, a group of hard-working mages and high-ranking officials in the city of Avalir, on the eve of the Replenishment, a time when the floating city rejoins the mountain that it was plucked from to restore energy to the land the city collected during its travels.

Join Cerrit Agrupnin (Travis Willingham), the Senior Sightwarden of the Eyes of Avalir, as he investigates a peculiar crime scene. As the Architect Arcane, Laerryn Coramar-Seelie (Aabria Iyengar) rushes to put the finishing touches on her life's work with the support of the Guildmaster of the Golden Scythe, Nydas Okiro (Lou Wilson), alongside his other business throughout the city. Archmage of the Librarium Incantatum and Keeper of Scrolls, Patia Por'co (Marisha Ray), prepares for the events of the upcoming Apogee Solstice by hosting a dinner party filled with the who's who of Avalir. As events unfold throughout the city leading up to and even during its final moments, handsome Herald Loquatius Seelie (Sam Riegel) reports the news — win, draw, or lose. Follow Zerus Ilerez (Luis Carazo) as he uncovers the clues of Avalir's and the Age of Arcanum's demise, all while trying to protect and save those he loves.

Bring home the *Critical Role: Exandria Unlimited – Calamity Boxed Set* for your own collection when it hits shelves in August 2024!

...



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# ORDER NOW!



# THE ESSENCE20 ROLEPLAYING SYSTEM SOURCEBOOK

## ESSENCE20 ROLEPLAYING SYSTEM: FIELD GUIDE TO ACTION AND ADVENTURE CROSSOVER SOURCEBOOK

RGS 01119 ..... \$55.00 | Available Now!

What do *Power Rangers*, *Transformers*, and *G.I. JOE* have in common? They can all be found in one roleplaying game with the help of the *Essence 20 Roleplaying Game Field Guide to Action and Adventure Crossover Sourcebook*! You read that right! Using the Crossover Sourcebook, you can combine these three worlds to have *Power Rangers* riding on *Autobots* with teams of *JOES* blasting their way through an impenetrable fortress! This sourcebook contains a wealth of information on crossing over campaigns and playing the individual *G.I. JOE*, *Transformers*, and *Power Rangers* roleplaying games. Whether you are looking to learn all about crossovers, or learn more about your favorite roleplaying game, this sourcebook is absolutely essential!

The three individual roleplaying games, *G.I. JOE*, *Transformers*, and *Power Rangers*, all run on the *Essence20 Roleplaying System*, making them all compatible with one another. However, each core book was written with its specific characters and worlds in mind, making for slight differences. This sourcebook aims to help players and Game Masters combine the three games by providing alternate rules, advice, and new options to make a cohesive system for crossover play. Players can expect to find new character options including nine new influences, four origins, three factions, ten Perks, and one new role: the Envoy. Take a look at this Crossover Character Concept found in the *Sourcebook*!



*You decide to base your new character on G.I. Joe's American football enthusiast, Captain Grid-Iron. But to emphasize the Grip in Grip-Iron, you are going to give him a Power Rangers Role or at least the Power Rangers Faction and Setting Perks. And to put the Iron in Grid-Iron, you are going to make him a Cybertronian.*

*And with that idea, this step is done! You're playing a G.I. Joe Captain with ties to the Morphin Grid, whose leadership style is based on the first human sport he fell in love with after arriving on Earth from Cybertron.*

Whether you are looking to crossover characters, or you want more options for your single world game, players should all have a copy of the *Field Guide to Action and Adventure Sourcebook*!

For Game Masters, this sourcebook provides advice for running both crossover and single world *Essence20* games. Game Masters

can look forward to finding an original crossover adventure along with tools for designing Threats and vehicles. There are also new rules for GMs to implement chases, puzzles and traps into the campaign. GMs can find information on the following topics in this sourcebook:

*The Art of Game Mastering, Game Manager: The Other Side of GMing, GMing Essence20, GMing Power Rangers, GMing G.I. JOE, and GMing Transformers.* In short, this book is a must have for ALL *Essence20* Game Masters out there!

Playing a crossover adventure is a whole lot of fun! Renegade ran an unprecedented crossover experience at GenCon, 2023. The adventure called *Worlds Collide: Battle for the Multiverse* was the ultimate fusion of *Power Rangers*, *G.I. JOE*, and *Transformers* in a thrilling RPG crossover event. Players worked together to stop the evil Lord MindWaveZ from destroying the multiverse! Sounds like fun? Well, you can get started with crossover adventures by using the one provided in the *Field Guide to Action and Adventure*! The adventure for three to five 2nd-level characters titled *Memories and Salvation* has villains from all three worlds teaming up, and it's up to the player characters to stop them!

The possibilities for crossovers are endless in the *Essence 20 Roleplaying Game Field Guide to Action and Adventure Crossover Sourcebook*! While the *Essence20 Roleplaying System* has always allowed for crossovers, this sourcebook is the next step in helping players and Game Masters make all their crossover dreams come true! Make sure to stay tuned for more *Essence20 Roleplaying Game* crossover content to come.



Get your next epic adventure started by ordering the *Essence 20 Roleplaying Game Field Guide to Action and Adventure Crossover Sourcebook*. Tell your friendly local game store to order you a copy of the *Field Guide to Action and Adventure* today!

...

*Sophia Gambill is a Sales Assistant at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.*







## SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at [ironguardsupplies.com](https://ironguardsupplies.com)

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# DEEP DIVE INTO THE EXPANDED MECH RULES IN **THE VAULT** RULES COMPENDIUM



**EVERYDAY HEROES RPG: THE VAULT - RULES COMPENDIUM VOL. 1**  
**EVL 11000 ..... \$49.99 | Available Now!**

Picture entering a space battle as a pilot flying complex mech armor in order to fight foes. Imagine that titanic kaiju, like Godzilla or an alien King Kong, have landed on Earth, requiring giant mechanized soldiers like you to launch into battle to save the human race. If these kinds of adventures get your blood pumping, then you'll want to check out the exciting advanced mech rules contained in Evil Genius Games' new rulebook expansion, *The Vault Compendium, Vol. 1*. Within it, players and game masters will find all they need to create complex, thrilling mech armor for all your futuristic adventures.

Even if the term sounds unfamiliar, you've likely seen mechs in movies like *Pacific Rim* as well as various anime shows. Mechs are enormous, high-tech combat machines operated by specially trained pilots in order to combat massive threats or to engage in warfare. For a well-trained pilot, operating a mech feels like having a second skin, one covered in armor and bristling with high-powered weapons. Flying one makes for intense experiences when you're playing a sci-fi style roleplaying adventure.

Advanced mech rules are naturally advantageous as players and GMs build out campaigns in Evil Genius Games' *Pacific Rim: A Cinematic Adventure*. But there are other uses too. As with all the games built on the *Everyday Heroes* core rulebook, it's a simple process to adapt these new, expanded mech rules to other *Cinematic Adventures* - or even write your own unique futuristic world in which mechs battle for dominion.

Within the contents of *The Vault Compendium, Vol. 1*, you'll find over 10 pages dedicated strictly to advanced ways that mech tech can be leveraged for exciting games like *Pacific Rim: A Cinematic Adventure*. From super light to heavy, bulky to agile, a range of properties, sizes, weapons, and more are available to help players create a personalized piece of armor to pilot. *The Vault* digs into specifics that build out and expand what's already in *Pacific Rim: A Cinematic Adventure* to make the game more immersive and more complex - and naturally, more cool.

Of course, every mech combat machine needs a unique set of weapons and other tech for players to leverage. The game designers at Evil Genius Games built out thoroughly expanded rules with players in mind - ensuring there are numerous options to create a highly customized mech ready for intense battle scenes. *The Vault* includes 36 different weapons that mechs can potentially wield - buzz saws, mace fists, lightning

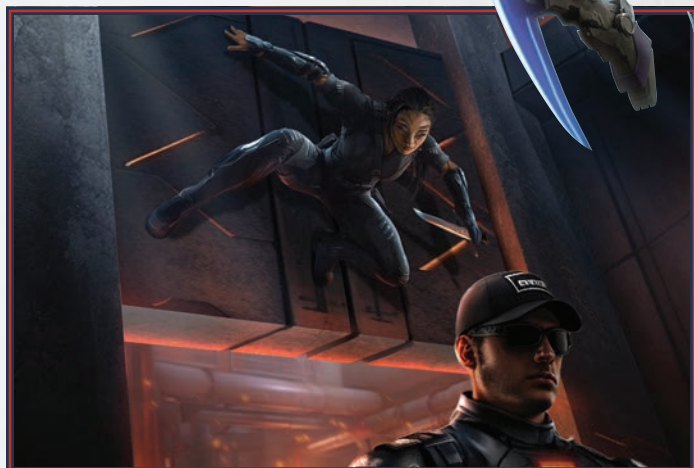
whips, claw blades, antimatter cannons, lightning gauntlets, missile launchers, smoke grenades, and much more. Each armament comes with a specific set of properties, including bulk, damage, range, loudness, finesse, and even how it's wielded, such as a mounted piece of armament or something so heavy it needs to be held with both hands.

In addition, players can add any number of upgrades to their mech tech, leveling up the unique customizations and the opportunities for more thrilling combat sessions.

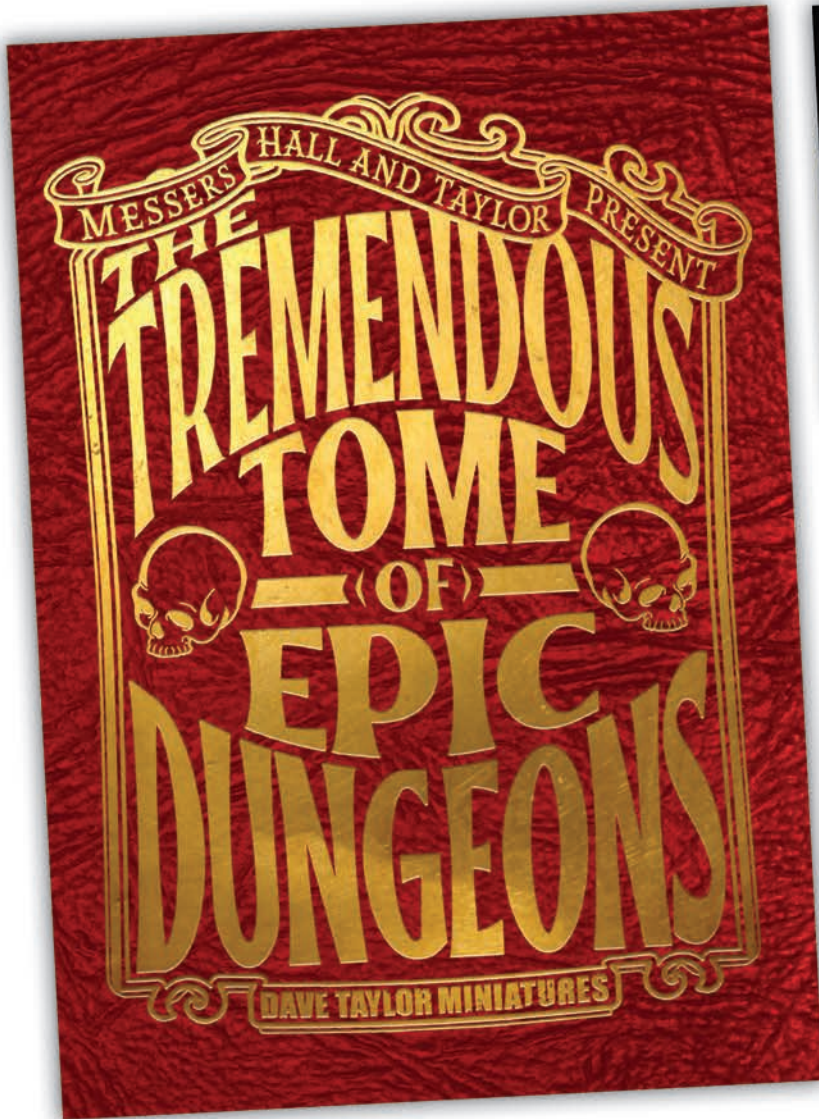
At the cost of adding some bulk to a character's mech armor, players can choose to carry passengers in addition to the mech pilot - great for saving civilians, or delivering foot soldiers to the battlefield. Add extra speed and agility to your mech, or give yourself advantages on saving throws against being forcibly moved or knocked prone. Gain the ability to topple buildings or other massive objects onto enemies, allowing you to make attacks with the objects as improvised weapons. Add a drone to your gear, with specific rules for how to use it.

That's just a taste of the expanded rules and options available for mechs in *The Vault*, all of which are a variation of the basic combat rules contained in *Everyday Heroes*. Players and game masters will find detailed, practical information on just about anything they can dream of when it comes to designing and using these giant, technologically complex battle machines.

And with 350-plus pages to guide you, *The Vault Compendium, Vol. 1* also features a wide range of expanded rules for other adventures in Evil Genius Games' *Everyday Heroes* and *Cinematic Adventures* games too. *The Vault Compendium, Vol. 1* makes it easy to expand your adventures, wherever you choose to take them.







Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF  
EPIC DUNGEONS (160p)  
- \$55 MSRP**





# PORT ARTHUR

ARES

## THE RUSSO-JAPANESE WAR IN AN ENGAGING AND FAST-PLAYING GAME

### PORT ARTHUR

AGS 22082..... \$28.00 | Available March 2024!

Historical simulation games crafted by Japanese designers remained relatively obscure until recently, with only a few titles available in English. However, in recent years, "Made in Japan" games have gained recognition in the gaming community. Notably, brands such as Bonsai Games, including the self-published works of master Yasushi Nakaguro, have seen their most captivating titles brought to an English audience through publishers like Nuts! Publishing. Following the success of *300: Earth and Fire*, released in 2021 by Nuts! and distributed by Ares Games, Nakaguro's latest creation, *Port Arthur*, is set to launch. It is the English edition of *Red Sun, Blue Cross*, initially published in Japanese in 2020.

*Port Arthur* transports players back to the Russo-Japanese War of 1904-05. One player assumes the role of Zinovy Rozhdestvensky, admiral of the Imperial Russian Navy, while the other becomes Admiral Togo Heihachiro of the Imperial Japanese Navy. Both players are tasked with providing naval strategy orders for the entire campaign, with the land war represented in an abstract manner.

The game unfolds across six turns, and once players grasp the concise rules, a match typically lasts about 60 minutes. Played on a splendid A3-sized mounted map, the sea is divided into areas, each indicating the Control value, which is determined at the conclusion of each game turn.

For ground conflicts, a track features six meeples, symbolizing the Imperial Japanese Army's progress from the Liaodong Peninsula to Mukden and Port Arthur. Each token represents a naval unit, with a total of 50 available. On the unit side, two values denote their attack and speed factors. Once a unit is hit, it must be turned to the "damaged" side, revealing the hull points value — indicating the damage required to sink it.

The gameplay sequence is straightforward: first, the Japanese take their turn, followed by the Russians, who can deploy any number of their ships from ports to adjacent areas. During this initial phase, the Japanese player declares whether they intend to bring Army units into the Liaodong Peninsula, occupying one or both transport squares with the yellow meeples. If, by the end of the game turn, the Russian player does not control the affected sea areas, the landing is deemed successful, and the meeples advance along the "land war progress" track.

The "operational phase" follows, where each player rolls a die for initiative. The player with the highest result can choose to pass or execute a "naval operation," allowing them to move a naval stack to an adjacent area. They roll the die to determine the success of the movement, relative to the speed factor of the slowest ship in the stack, or engage in battle in an area with an enemy fleet.

Naval battles are pivotal moments in the game, resolved quickly. Damage is not simultaneous; the "first player" fires before the "second player," with the attacker initiating the battle and the defender undergoing it. In case of a tie, the defender assumes the role of the "first player." If the attacker possesses the initiative token, they can use it to become the "first player." During the subsequent combat procedure, the attack factors of all units involved are totaled, and players decide how many dice to roll (referred to as the "Tactical Decision"). The dice are then rolled to determine hits, and damage is applied.

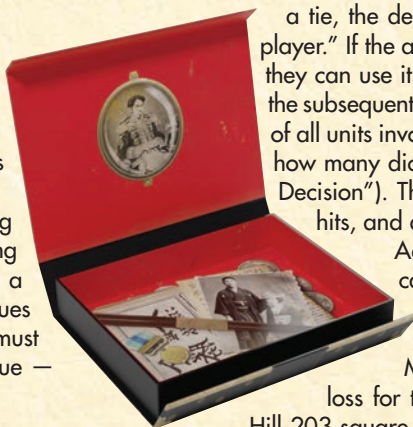
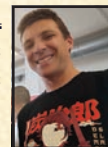
Advancement on the land war track can have diverse effects in the game, extending beyond the score impact.

For instance, failing to reach Mukden by the sixth turn results in a loss for the Japanese player. Occupying the Hill 203 square prevents ship repairs in Port Arthur, significantly endangering the Tsar's fleet. In the game's final phase, fleets must return to a friendly port, and if there is no repair yard, the units are turned to the damaged side.

In summary, *Port Arthur* is a truly swift and captivating game. Until the fourth turn, when the Russian fleet arrives from the Baltic, the Japanese player must strive to gain the maximum advantage in the land war, preparing for the potential overturning of the initial situation in the last turns. In under sixty minutes, Yasushi Nakaguro's simulation provides a highly enjoyable experience.

...

Andrea Pavan is an Italian board and roleplaying games expert, with a devotion to the work of Japanese designers on wargaming and beyond.





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #290

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 290 .....\$3.99

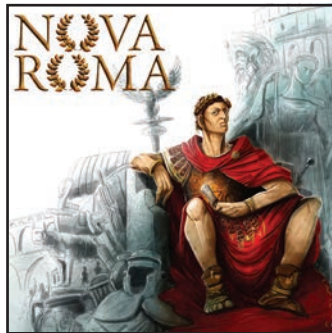
ART FROM PREVIOUS ISSUE

## 25TH CENTURY GAMES

### NOVA ROMA

In *Nova Roma*, you are the head of an ancient and noble Roman house. Construct buildings, dominate sea routes, secure resources, race in the hippodrome, and hire specialists, as your family's own agenda emerges. Will it be enough to please the Emperor and emerge the victor amongst your rival houses? Scheduled to ship in April 2024.

25C 46000 .....\$59.99



## ARES GAMES



### ITALIA 1917-1918: A FAREWELL TO ARMS

Embark on a riveting journey through the forgotten battles of the Italian front in *Italia 1917-1918: A Farewell to Arms*. This operational wargame, using the game system previously used by *Somme 1918 - Bloody Spring*, meticulously recreates the clashes between the Entente and Central Powers from Caporetto to Villa Giusti. Featuring two detailed A1 maps, the "global" map spans the Adige River to Trieste, while the "zoom" maps focus on key combat zones Command diverse military units, from Italian Alpini to German Alpenkorps and more. Scheduled to ship in March 2024.

AGS 20054 .....\$59.00



### PORT ARTHUR

Step into the historical battleground of the Russo-Japanese War that unfolded on land and sea at the turn of the 20th century with *Port Arthur*, an engaging strategy game designed for 2 players, offering a playing time of 40-60 minutes. Players have the option to take command of the Japanese forces, or assume the role of the Russian forces, the contender. Can you, in the span of 6 turns, assert control over more zones than your opponent and emerge victorious in this historic conflict? Scheduled to ship in March 2024.

AGS 22082 .....\$28.00

## THE ARMY PAINTER

### WARPAINTS FANATIC

#### SPOTLIGHT ON



#### METALLICS PAINT SET

Paint armour-clad hordes, terrifying machinery, and resplendent weaponry with Fanatic Metallics! Utilising high-quality aluminium flakes, these paints provide amazing coverage and a dazzling shine a must-have for any discerning hobbyist!

TAP WP8069 .....\$42.50

#### SPOTLIGHT ON



#### STARTER SET

The perfect *Starter Paint Set* for anyone just getting into the miniature painting hobby, featuring key colours needed to get started. This set also comes with a highly detailed miniature, Brush-On Primer, Starter Brush and a beginner-friendly Painting Guide all included for FREE!

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### SPOTLIGHT ON



#### WASHES PAINT SET

Adding shading to your miniature has never been easier! Our Fanatic Washes feature the same, industry-leading formulation as the original Quickshade Washes just with an updated look and a few tweaks for improved performance. If the colours and names look familiar to you, they should - the set includes our classic Washes and all-new, exciting shades!

TAP WP8068 .....\$42.50

## BANDAI CO.

### BATTLE SPIRITS SAGA TCG: EVANGELION COLLABORATION BOOSTER DISPLAY (24) (CB01)

BSS's first ever collaboration booster set! With this you can construct a deck using only Evangelion cards. Recreate the Evangelion movies with your deck construction: using the cards in this set, you can construct three broad deck archetypes: Evangelion 13 decks, WILLE decks, and Angel decks. Make your decks even stronger by combining cards from this booster with the collaborative cards from BSS04 and other set cards! Special Evangelion card frames: these cards feature specially designed Evangelion card frames,

which are different from the standard ones. Enjoy a fully immersive Evangelion card experience. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733439 .....PI







### BATTLE SPIRITS SAGA TCG: STARTER DECK DISPLAY (6) (ST07)

A mixed color Unit 01 deck! This is the perfect starting point for Evangelion fans to get into BSS. All cards in this deck feature new card effect text: this is the first mixed color starter deck in BSS and all the cards included are available only in this deck. This deck has lots of great cards for newcomers to BSS and that veterans of the game will also want to include in their decks, so everyone will want to get their hands on this one! get their hands on this one! Make an even stronger Evangelion deck by combining these cards with cards from CB01. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733450.....PI



## GAMES

### SPOTLIGHT ON

## DIGIMON CARD GAME

#### DIGIMON TCG: ADVENTURE BOX 3 DISPLAY (8) (AB03)

The Digimon card game Adventure Box 2024 contains 4 packs of BT16, 1 exclusive Digimon Memory Counter Figure (6 types in total), and 2 Alt-Art Promo Cards (6 types in total)! Popular Digimon from the movie Digimon Adventure 02 The Beginning get their own memory counters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2729461.....PI

## ONE PIECE CARD GAME

#### ONE PIECE TCG: OFFICIAL SLEEVES SET 7 DISPLAY (12)

Contains 12 assorted One Piece sleeve packs with 70 sleeves

each. Four different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9045291.....PI

### BANDAI NAMCO TOYS & COLLECTIBLES

#### NANOBLOCK SANRIO SERIES

Scheduled to ship in March 2024.

### SPOTLIGHT ON



#### CINNAMOROLL

BNT NAN22275 .....\$12.00

### SPOTLIGHT ON



#### HELLO KITTY VER. 2

BNT NAN22273.....\$12.00

### SPOTLIGHT ON



#### KUROMI

BNT NAN22277 .....\$12.00

### SPOTLIGHT ON



#### MY MELODY VER. 2

BNT NAN22274.....\$12.00

### SPOTLIGHT ON



#### POCHACCO

BNT NAN22276.....\$12.00

### SPOTLIGHT ON



#### POMPOMPURIN

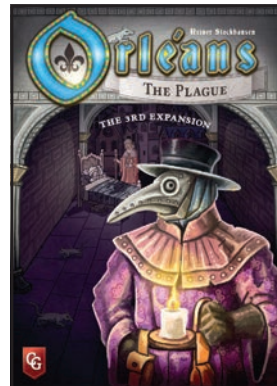
BNT NAN22638.....\$12.00

### CAPSTONE GAMES

#### ORLEANS: THE PLAGUE EXPANSION

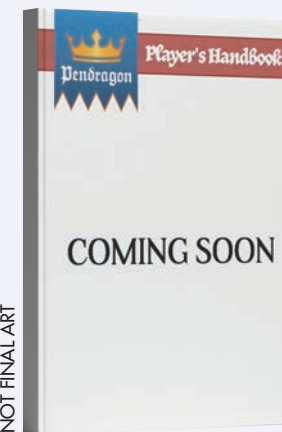
Mon Dieu quelle horreur! Now the inhabitants of Orleans have been hit hard; the plague has come upon them, bringing suffering and misery to the population. There are many dead to mourn and even the plague doctor can only bring limited relief and hope to the long-suffering inhabitants. The clergy also has little to offer in the way of relief. And so in the end, everyone is on their own and must try to protect their followers as best they can...With The Plague expansion, the game conditions are made tougher from the start of play! Scheduled to ship in February 2024.

CSG ORL401 .....\$29.95



### CHAOSIUM

### SPOTLIGHT ON



#### PENDRAGON RPG: PLAYER'S HANDBOOK

Pendragon is set amidst the glory and grandeur of King Arthur's Britain. Its innovative mechanics drive the emotional impact of play as your characters pursue Glory, overcome life-and-death struggles, cross blades with ruthless enemies, and fight for love and justice in a world of brutal medieval realism. 6 pre-generated character templates for optional, faster character creation. The complete core rules of the Pendragon game system, including Traits and Passions, Skills, combat, injury and recovery, Glory, Favors, Honor and Glory. Scheduled to ship in March 2024.

CHA 2731-H.....\$49.99





NOT FINAL ART

### PENDRAGON RPG: THE GREY KNIGHT - CAMPAIGN BOOK

Challenge Death's Companion! Arthur's right to rule is jeopardized when the fearsome Grey Knight accuses the King of murdering children. Sir Gawaine steps forth to defend the King's honor - but Merlin foresees this champion will die at the hands of the Grey Knight. The Grey Knight waits for vengeance, and time is running out! Can you find the treasure that holds the key to defeating this vile foe, and save the life of Sir Gawain and the kingdom itself? Everything you need to run the legendary *Grey Knight* campaign, fully updated for the new edition of the game. Scheduled to ship in March 2024.

CHA 2732 .....\$24.99



### CULTS OF RUNEQUEST: THE LUNAR WAY

*Cults of RuneQuest: The Lunar Way* is the player's guide to the deities of the Red Moon. Each cult dives deep into the mysterious and misunderstood Lunar gods, and provides mechanics for each of their cults to create your RuneQuest adventurer. 15 brand new cults, including Jakaleel the Witch, the Goddess of Youth Teelo Norri, the Chaos demon known as the Crimson Bat, and the Red Goddess herself - all playable for the first time! Rules to create brand-new RuneQuest adventurers belonging to these cults, detailing the skills, passions, spirit magic, and Rune magic each cult offers. Scheduled to ship in March 2024.

CHA 4045-H.....\$39.99

## CUBICLE 7

## SPOTLIGHT ON



### WARHAMMER FANTASY RPG: UBERSREIK ADVENTURES III

*Ubersreik Adventures III* contains four exciting adventures, alongside a comprehensive introductory chapter that covers the dramatic events that have befallen the City of Ubersreik in the wake of the Turmoil and last days of The Enemy Within campaign. It includes new characters, locations and plots, and provides suggestions and advice on incorporating developments your characters may have experienced (or caused!) during the events of The Enemy Within campaign. Scheduled to ship in February 2024.

CB7 2488 .....\$39.99

### WARHAMMER 40K WRATH & GLORY RPG: REDACTED RECORDS II

*Redacted Records II* is an invaluable resource for players and Gamemasters alike, suffused with scriptures of righteous destruction and technological liturgies to empower your games of Wrath Glory with an abundance of new ways to play. Scheduled to ship in February 2024.

CB7 2619 .....\$34.99

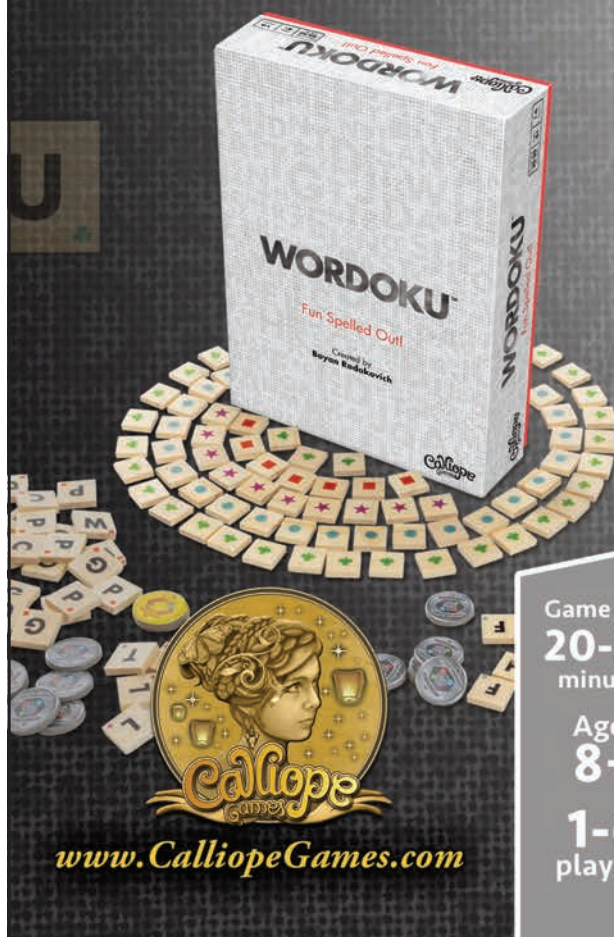


# WORDOKU

Fun Spelled Out!



A word game that everyone can win!



Game play  
20-30  
minutes

Ages  
8+

1-6  
players

GAMES

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FEB  
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## DECK & DICE GAMES



### QUARTERSHOTS RPG: WOODLANDS & WATERFALLS

Book 3: *Woodlands & Waterfalls* has adventures that take place in wilderness or water locations. It could be druidic cult mysteries, riverboat battles, or fey mind trickery! *QuarterShots* is a new type of adventure book: the Game Masters' backup plan. They're packed with system-neutral side quests that can be dropped into any RPG session with ZERO prep! Scheduled to ship in April 2024. DDG QS03.....\$25.00



**GREY**  
DEX NL005 .....\$28.00



**PURPLE**  
DEX NL008 .....\$28.00



**ORANGE**  
DEX NL006 .....\$28.00



**RED**  
DEX NL009 .....\$28.00

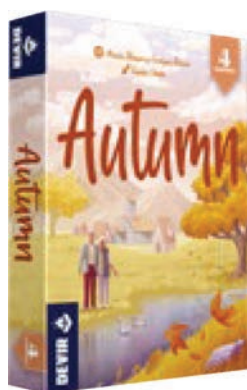


**PINK**  
DEX NL007 .....\$28.00



**SMOKE**  
DEX NL001 .....\$28.00

## DEVIR AMERICAS

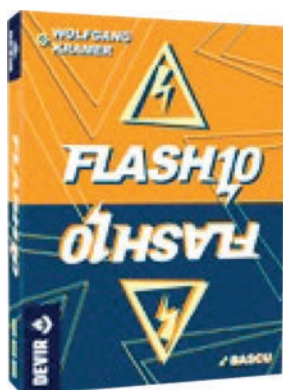


### AUTUMN POCKET GAME DISPLAY (6)

Take a card, play it over another on the table, cover one or two spaces of leaves and try to get the biggest connecting area of leaves of your color. That's how easy the next game in the 4 seasons saga, *Autumn*, is. Let the autumn breeze carry your leaves and cover the ground with your color to win! Scheduled to ship in February 2024.

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DVR DEVAUTUMN.....\$36.00



### FLASH 10 POCKET GAME DISPLAY (6)

If you blink, you might lose! In *Flash 10* all players play at the same time and try to create a row of 10 cards, from left to right, in ascending order. You have to be lightning fast if you want to finish your row before the rest. But be careful, because some cards give extra points and maybe your opponents will emerge victorious. Scheduled to ship in February 2024.

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DVR DEVFLASH10 .....\$36.00

### NANO DECK CASE SMALL

Scheduled to ship in January 2024.



**BLUE**  
DEX NS002 .....\$15.00



**GREY**  
DEX NS005 .....\$15.00



**CLEAR**  
DEX NS003 .....\$15.00



**ORANGE**  
DEX NS006 .....\$15.00



**GREEN**  
DEX NS004 .....\$15.00



**PINK**  
DEX NS007 .....\$15.00

## DEX PROTECTION

### NANO DECK CASE LARGE

Scheduled to ship in January 2024.



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DEX NL002 .....\$28.00



**CLEAR**  
DEX NL003 .....\$28.00



**GREEN**  
DEX NL004 .....\$28.00





<b>PURPLE</b> DEX NS008 .....	<b>RED</b> DEX NS009 .....
\$15.00	\$15.00
<b>SMOKE</b> DEX NS001 .....	
\$15.00	

## DYSKAMI PUBLISHING



### ANIME 5E: CREATURE CARDS - VOLUME 1 WOODLANDS AND MOUNTAINS

This first Creature Cards accessory for the *Anime 5E* fantasy RPG features a convenient full-colour deck of 136 monsters, beasts, and other oddities that are primarily encountered in woodland and mountain habitats. Monsters are illustrated on the front of each oversized 4" x 6" card with their

Anime 5E game stats listed on the reverse. Scheduled to ship in February 2024.

DYS 602 .....	\$29.95
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### ANIME 5E: MONSTRUM LIBRI - VOLUME 1 WOODLANDS AND MOUNTAINS

This first 144-page, full-colour *Monstrum Libri* expansion for the *Anime 5E* fantasy role-playing game features a collection of monsters, creatures, and other oddities of all shapes and sizes. Volume 1 provides game stats, behavioural tendencies, and potential variations for beasts from across the Challenge Rating spectrum that are primarily encountered in woodland and mountain habitats. Scheduled to ship in February 2024.

DYS 601 .....	\$39.95
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### ANIME 5E: ORIGIN STORY

*Origin Story* is a 144-page full-colour background character generator helps you breathe life into your role-playing creations. Use it as an essential companion to the *Anime 5E* RPG or as an inspirational tool for any other Fifth Edition rules set. *Origin Story* unlocks your creativity as you progress your character from their birth to the start of their adventuring career, adding details about their heritage, family, significant life events, and acquired abilities. Scheduled to ship in February 2024.

DYS 603 .....	\$39.95
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## ENVY BORN GAMES



### 16 CANDIES

*16 Candies* is a fast-paced and sweet family game for 2-4 players. In each round, players draw and discard cards featuring different types of candy, trying to form the best hand they can with their 3 cards. Scheduled to ship in April 2024.

BBO 603 .....	\$14.99
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## FLOODGATE GAMES

## SPOTLIGHT ON



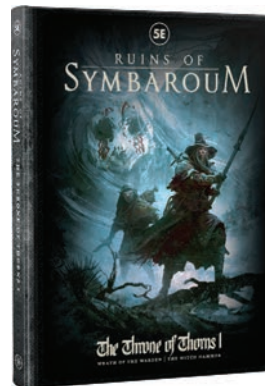
### SKYROCKETS

In *Skyrockets*, players take turns playing cards in order to flip the matching sand timers (your fireworks) without letting any run out. Keep the timers running as you advance along the Festival Countdown Track, and work together to amaze the crowds and earn the highest in 30 unique festivals! Each festival in *Skyrockets* introduces a unique challenge to overcome. Cooperation, clever gameplay and a little luck will be required to earn a 3-Star rating in each festival! Inspired by the hit game *Kites*!

FGG SKY .....	\$29.95
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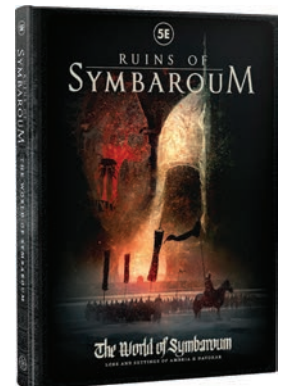
## FREE LEAGUE PUBLISHING



### RUINS OF SYMBAROUM RPG: THE THRONE OF THORNS I

Perilous expeditions into the dark depths of Davokar Forest; deadly encounters with murderous cultists, hostile elves, and warriors of the Beast Clan; intense faction play and political maneuvering you will experience all this and more when the epic quest for the legendary Throne of Thorns begins! This hardcover, full-color book presents the first two episodes of the acclaimed adventure chronicle *The Throne of Thorns*, adapted for play with the 5e ruleset and the *Ruins of Symbaroum* setting books. Expect the stakes to be high, the competitors relentless, and the darkness ever present, for the forest of Davokar is about to awaken. Scheduled to ship in April 2024.

FLF SYM035 .....	\$44.99
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### RUINS OF SYMBAROUM RPG: THE WORLD OF SYMBAROUM

Welcome to a world of mystery and adventure, of clashing cultures and ideals, a world constantly under threat from the darkness of the Eternal Night. This book expands on the lore and setting information presented in the *Ruins of Symbaroum Gamemasters Guide*. It delves deep into the ancient history of the game world, and aside from general descriptions of people, places, and historical events, it provides the Gamemaster with lots of plot hooks and secrets, along with no less than seven detailed adventure landscapes. This full-color, hardcover book is richly adorned with the evocative art of Martin Grip and Gustad Ekelund. Scheduled to ship in April 2024.

FLF SYM034 .....	\$44.99
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## FUNFORGE GAMES

### TOKAIDO: 10TH ANNIVERSARY

Welcome to the Tokaido, the legendary East Sea Road connecting Kyoto to Edo. Here you will begin an extraordinary journey during which you will discover a thousand marvels for the first time. Be sure to take the time to contemplate the stupendous vistas before you: the majestic mountains, peaceful coastland, and vast rice paddies... Let the brushstrokes of nature be an anchor for your memories. Appreciate the beneficial stopovers that punctuate your path, the restorative tranquility of the hot springs, and the countless culinary delicacies that will astonish your palate. Scheduled to ship in January 2024.

FUF TKD10US01 .....	\$34.99
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BEST  
SELLER

## STAR TREK: AWAY MISSIONS



Lead your away team into the aftermath of the Battle of Wolf 359.

- Lead Riker's away team into the wreckage and defeat the Borg to save Earth
- Or join Locutus of Borg and the Borg Collective to assimilate your opposition.

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STA001

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## STAR TREK: AWAY MISSIONS Q ORGANIZED PLAY KIT

This organized play kit has everything you need to play a four game campaign for up to 10 players. Perfect to bring your gaming group together for a big event.

- Containing 10 Q Miniatures & Character Cards
- 150 Cards
- 62 Tokens



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STA-OP01

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## STAR TREK: AWAY MISSIONS COMMANDER SELA EXPANSION



The Romulans are always after more intel on their foes, learning their strengths and weaknesses and how to defeat them. and devious stratagems to derail their opponent's plans.

- Includes 5 miniatures
- 70 new mission & support cards



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STA002

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## STAR TREK: AWAY MISSIONS CHANCELLOR GOWRON EXPANSION

Klingons are warriors trained from birth to fight and few others can stand up to a Klingon in a one-on-one fight. As a Klingon player, you can't go wrong by simply getting up close and personal with the enemy. Seek out honor and the death of your foes.

- Includes 4 miniatures
- 70 new mission & support cards



\$25

STA004

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SELLER

## STAR TREK: AWAY MISSIONS CAPTAIN PICARD EXPANSION



Captain Picard returns to the site of the Battle of Wolf 359 to establish peace between the squabbling factions and restore the primacy of the Federation in interstellar matters.

- Includes 5 Miniatures
- 70 New Mission & Support Cards
- 1 Core Mission Card

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STA006

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## STAR TREK: AWAY MISSIONS HOUSE OF DURAS EXPANSION

The Duras Sisters take the remains of their house to Wolf 359 in the hope of finding plunder to finance their return to Klingon politics and to redeem their honor - by any means necessary.

- Includes 5 Miniatures
- 70 New Mission & Support Cards
- 1 Core Mission Card



\$25

STA007

AVAILABLE NOW



## ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS

BEST SELLER

Aliens: Another Glorious Day In The Corps is a co-operative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

- Recreate awesome scenes from the movie
  - Play iconic characters
  - Dynamic co-op gameplay
  - And all the Aliens you can kill!



\$70

ALIENS11

AVAILABLE NOW



## ALIENS: GET AWAY FROM HER YOU B\*\*\*H! EXPANSION

You've had your first encounter with these bugs, but now you've got to find a way off this rock. It'll be 17 days before any rescue mission is called, and you'll be lucky to survive 17 hours!

- New Campaign Missions spanning the Queen's Lair, Landing Platform, and the U.S.S. SULACO.
- Expanded Campaign Missions from Another Glorious Day In The Corps, adding new paths and threats.

\$60

ALIENS13

AVAILABLE NOW



## ALIENS: ULTIMATE BADASSES EXPANSION



This expansion provides new options for fighting the Xenomorph menace, adding even more badass Characters to the Aliens: Another Glorious Day In The Corps.

- Choose how to build your character to make it out alive

AVAILABLE NOW

ALIENS12

\$30

## ALIENS: WE'RE IN THE PIPE, FIVE BY FIVE EXPANSION

BEST SELLER

This expansion brings the Sulaco's dropship crew; 'fly the friendly skies' as you fight off alien stowaways & attempt to rescue survivors.

- 2 crew members on the ground to provide support your Marines
- 4 New Alien Variants



\$30

ALIENS14

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# GAMES

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32

# Tsuro

The game of the Path.



**Your Journey Begins!**  
Elegant gameplay and gorgeous art bring to life this zen-like modern classic, with intuitive yet strategic design to satisfy all players



[www.CalliopeGames.com](http://www.CalliopeGames.com)

Game play  
**15-20**  
minutes  
  
Ages  
**8+**  
  
**2-8**  
players

## GREYRIDGE GAMES



### WEIRDWOOD MANOR

Weirdwood Manor is a cooperative board game that marries great adventure gameplay with some euro-inspired underpinnings, as you and your group of valiant companions battle to protect Weirdwood Manor and its enigmatic ruler, Lady Weirdwood, from an invading Fae Monster and his Clockwork Scarab minions. The game features a unique temporal mechanic; every time a player or the Fae Monster takes an action, time will move forward in the game and the connections between the rooms will shift via unique rotating corridor rings on the game board. Scheduled to ship in May 2024.  
GRG 0103EN.....\$85.00

## HEAVY PLAY

### BARD PURPLE

Scheduled to ship in February 2024.



### CURV SLEEVES STANDARD

HPL CUR-STA-021001 .....\$15.00



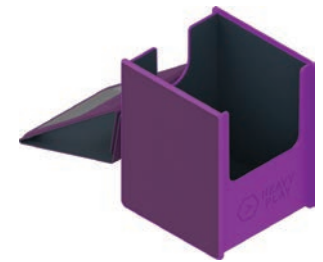
### RFG DECKBOX 100 DS

HPL RFG-DB1-021021T .....\$25.00



### RFG DECKBOX 80 DS

HPL RFG-DB8-021021T .....\$25.00



### RFG DECKBOX MAX 100 DS

HPL RFG-MX1-022021 .....\$50.00



### RFG DECKBOX MAX 80 DS

HPL RFG-MX8-022021 .....\$50.00



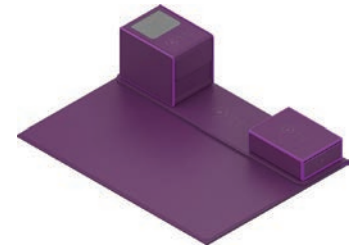
### RNG DICEBOX MAX

HPL RNG-MAX-022021 .....\$50.00



### RNG DICEBOX

HPL RNG-DIB-021021T .....\$25.00



### ETB PLAYMAT

HPL ETB-MAT-022021 .....\$50.00



### CURV SLEEVES INNARDS HARD: SEER CLEAR (100)

Scheduled to ship in February 2024.  
HPL CUR-SHI-000000 .....\$10.00



# AMERICA'S FIRST COLLECTIBLES AUCTION HOUSE

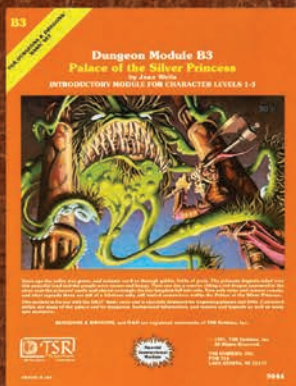
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# IRONGUARD SUPPLIES

## IRONGUARD MINIATURE DISPLAY CASES

IronGuard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988 .....PI



# GAMES

## IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

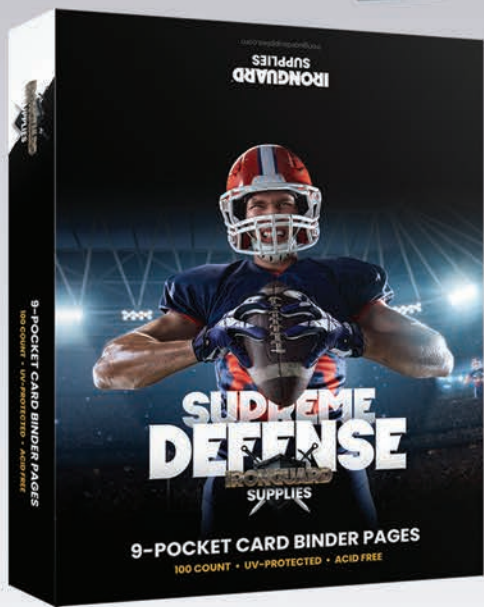
- 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480 .....PI
- 55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481 .....PI
- 75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372 .....PI
- 100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374 .....PI
- 130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375 .....PI
- YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750 .....PI
- BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371 .....PI



## IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367 .....PI
- 15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370 .....PI



## IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

- 25-COUNT PACK DIA STL230307 .....PI
- 25-COUNT BLACK PACK DIA STL230313 .....PI
- 100-COUNT DISPLAY DIA STL230304 .....PI
- 250-COUNT DISPLAY DIA STL230315 .....PI

## IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

- BLACK DIA STL230316 .....PI
- BLUE DIA STL230319 .....PI



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

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**IRONGUARD CARD SLEEVES**

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK (PACK OF 50) DIA STL230344 .....PI  
 GREEN (PACK OF 50) DIA STL230334 .....PI  
 GREY (PACK OF 50) DIA STL230332 .....PI  
 PURPLE (PACK OF 50) DIA STL230336 .....PI  
 RED (PACK OF 50) DIA STL230335 .....PI  
 YELLOW (PACK OF 50) DIA STL230333 .....PI

**IRONGUARD CARD BOX**

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards. DIA STL230355 .....PI

**IRONGUARD BOARD GAME SLEEVES**

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327 .....PI  
 MINI (PACK OF 100) DIA STL230328 .....PI  
 EU SIZE (PACK OF 100) DIA STL230329 .....PI  
 EU MINI SIZE (PACK OF 100) DIA STL230330 .....PI  
 TAROT (PACK OF 100) DIA STL230331 .....PI

**IRONGUARD PENNY SLEEVES**

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

STANDARD (PACK OF 100) .....PI  
 DIA STL230325 .....PI  
 GRADED (PACK OF 100) .....PI  
 DIA STL230326 .....PI  
 130PT (PACK OF 100) .....PI  
 DIA STL258392 .....PI

**IRONGUARD TOP LOADERS**

Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472 .....PI  
 55PT (PACK OF 25) DIA STL215477 .....PI  
 75PT (PACK OF 25) DIA STL215478 .....PI  
 100PT (PACK OF 25) DIA STL258374 .....PI  
 130PT (PACK OF 10) DIA STL258388 .....PI  
 180PT (PACK OF 10) DIA STL258391 .....PI  
 35PT BLACK (PACK OF 25) DIA STL215473 .....PI  
 35PT YELLOW (PACK OF 25) DIA STL215474 .....PI

**ALSO AVAILABLE:**

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351 .....PI  
 IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353 .....PI  
 IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418 .....PI  
 IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476 .....PI  
 IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475 .....PI  
 IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377 .....PI  
 IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379 .....PI  
 IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380 .....PI  
 IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382 .....PI  
 IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383 .....PI



## SPOTLIGHT ON

**YU-GI-OH! TCG: SPEED DUEL GX - MIDTERM DESTRUCTION BOX**

The students at Duel Academy sure have been acting strangely since the mysterious Sartorius arrived on the island...Now it's up to Jaden Yuki to find out how to stop his devious plans! Luckily, he has Elemental HERO Neos and the Neo-Spacians to help him out. But he's not going in alone, because Tyranno Hassleberry is ready to back him up with the powerful Ultimate Tyranno! Jim Crocodile Cook is here too, ready to unearth whatever mysteries he may find with Fossil Skullgigios! Will they stand a chance against Sartorius and his powerful Arcana Force monsters? The fate of Duel Academy will be decided in *Speed Duel GX: Midterm Destruction!*

KON 86440 .....\$15.99

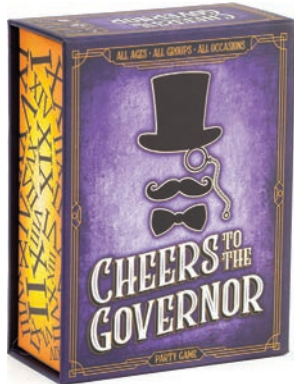
## LOKE BATTLE MATS

**BIG BOOK OF BATTLE MATS: WILDS WRECKS & RUINS**

The handy book of maps for any fantasy tabletop roleplaying game. These maps are perfect for when the RPG party hits the road, offering perilous and interesting features and scenes to explore. With a map for any encounter at your fingertips, this map book is a huge time saver and will allow any Game Master to create engaging, immersive encounters in moments. Scheduled to ship in April 2024.

LBM 047 .....\$26.99

## LOST BOY ENTERTAINMENT

**CHEERS TO THE GOVERNOR**

*Cheers To The Governor* is a cooperative party game intended for large groups and loud nights. Based off a popular summer camp activity, *Cheers To The Governor* has been reimagined into a more practical package for the masses.

LBE 04 .....\$19.99

**PILES!**

*Piles!* is a fast-paced set collecting game designed for kids and families. If you enjoy classic games like Speed and Spoons then you'll love this easy to learn free-for-all. In *Piles!* you can play up to 8 players or even face off 1-on-1 for a fun two-player experience. Average playtime is under 10 minutes making the game highly replayable and addicting. This portable card game is ideal for any occasion. There is no text and no need to speak other than laughter, which is great for diverse groups with young kids and non-native speakers.

LBE 03 .....\$19.99

**DUNGEON SAGA ORIGINS**

Scheduled to ship in April 2024.

## SPOTLIGHT ON

**CORE GAME**

*Dungeon Saga Origins* is the game of classic fantasy adventures for 1-5 players, from ages 10 and up. The core game includes 10 exciting quests each taking 1-2 hours to complete. Set in Mantic's ever-expanding fantasy setting of Pannithor, players will choose their hero and customize their abilities and equipment, before setting off on an exciting dungeon-crawling game of combat and exploration.

MGE MGDS0101 .....\$50.00

**LEGENDARY EDITION**

*Dungeon Saga Origins* is the game of classic fantasy adventures for 1-5 players, from ages 10 and up. This Legendary Edition of the game contains more than 40 quests, each taking 1-2 hours, split across four story arcs. Set in Mantic's ever-expanding fantasy setting of Pannithor, players will choose their hero and customize their abilities and equipment, before setting off on an exciting dungeon-crawling game of combat and exploration. Gameplay is intentionally fast, fun, and intuitive. *Dungeon Saga Origins: Legendary Edition* contains 96 highly detailed miniatures, including 6 heroes that are exclusive to this version of the game.

MGE KSDS101 .....\$150.00

**ULTIMATE EDITION**

*Dungeon Saga Origins* is the game of classic fantasy adventures for 1-5 players, from ages 10 and up. This *Ultimate Edition* of the game contains more than 40 quests, each taking 1-2 hours, split across four story arcs. Set in Mantic's ever-expanding fantasy setting of Pannithor, players will choose their hero and customize their abilities and equipment, before setting off on an exciting dungeon-crawling game of combat and exploration. *Dungeon Saga Origins: Ultimate Edition* contains 96 highly detailed miniatures (including 6 heroes that are exclusive to this version of the game), Immersive Overlord Screen, Dice tray, Neoprene Game Organiser, 100 pieces of hard plastic 3d scenery.

MGE KSDS102 .....\$250.00

## MONGOOSE PUBLISHING

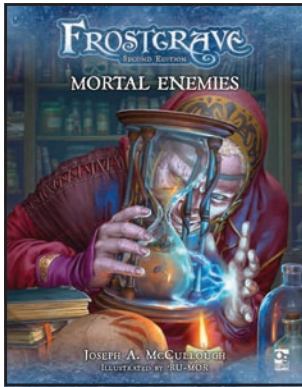
**TRAVELLER RPG: REFEREE'S SCREEN UPDATE 2024**

With a stunning science fiction vista facing the players, and every vital table for the Referee, the *Traveller Referee's Screen Update 2024* is the perfect complement to a well-run Traveller campaign. Fully updated to the latest rules and with all the important tables and charts needed to run a game, the new *Traveller Referee's Screen Update 2024* is constructed from quality heavy-weight cardstock that will stand the ravages of many years' gaming. Scheduled to ship in February 2024.

MGP 40106 .....\$19.99



## OSPREY GAMES



### FROSTGRAVE: MORTAL ENEMIES

On the violent and deadly streets of the Frozen City, feuds and vendettas are commonplace. Wizards may start out focused on discovery and exploration, fighting when necessary for survival or to win possession of some long-lost artefact or grimoire, but such battles can swiftly become intensely personal. Competitors become adversaries and, as the cycle of violence continues, some wizards lose sight of their original goals and focus their efforts on the elimination of their hated foes – their mortal enemies. Scheduled to ship in April 2024.  
OSP FGV019..... \$30.00

### WHEN NIGHTMARES COME

*When Nightmares Come* is a tabletop miniatures wargame about modern day monster hunting and occult investigations. Players will form a team of paranormal vigilantes; self-taught occult specialists and monster hunters who call themselves the Nightwatch. These self-appointed members of the 'watch look to tackle the supernatural horrors and investigate the strange disturbances that plague their city. Scheduled to ship in April 2024.  
OSP OWG033..... \$25.00



## PAIZO PUBLISHING



### PATHFINDER RPG: ADVENTURE PATH - WARDEN OF WILDWOOD PART 1 OF 3 - PACTBREAKER (P2)

*Pactbreaker* is a wilderness-themed Pathfinder adventure for four 5th-level characters. The adventure begins the Wardens of Wildwood Adventure Path, a three-part monthly campaign in which a group of adventurers navigate a tricky balance between idyllic wilderness, a hungry nation, and primal forces beyond the natural world. This volume also includes a look at the Verduran Forest, an ecology of the sentient treelike arboreals, several new magical items to discover, and new dangerous monsters to test your PCs! Scheduled to ship in April 2024.  
PZO 90201-SC..... \$29.99



### PATHFINDER RPG: FLIP-MAT - SHOWTIME MULTI-PACK

Life is a stage! When a plucky of adventurers need to put on a show or disrupt some sinister performance, they'll need a venue to suit their needs. *Pathfinder Flip-Mat: Showtime Multi-Pack* has you covered. The four sides of this Flip-Mat Multi-Pack present three separate places to perform an opera, stage a mock battle, or house a cozy tavern sing-along. Two sides depict a grand theater that can be put together, while the other two show a large amphitheater and a snowy wilderness inn set up for a rousing bardic performance. All these venues await your party's engaging performance! This set includes two flip mats, each measuring 24 30 unfolded, and 8 10 folded. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mat: Showtime Multi-Pack* fits perfectly into any Game Master's arsenal! Scheduled to ship in April 2024.  
PZO 11013-FM..... \$29.99

## SPOTLIGHT ON

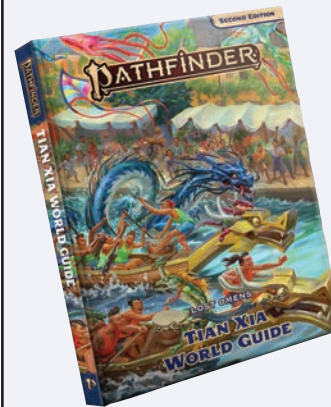


### PATHFINDER RPG: LOST OMENS - TIAN XIA CHARACTER GUIDE

Countless Peoples, Countless Techniques! The boundless continent of Tian Xia features innumerable peoples, each with their own rich history and practices. Bring your character to life with this 136-page guidebook crammed full of everything a player might need to build a hero hailing from or journeying through these vast lands. Scheduled to ship in April 2024.

HARDCOVER (P2) PZO 13002-HC..... \$47.49  
HARDCOVER (SPECIAL EDITION) (P2) PZO 13002-SE..... \$67.49

## SPOTLIGHT ON



### PATHFINDER RPG: LOST OMENS - TIAN XIA WORLD GUIDE

Dragons once served as the stewards of this land, commanded by Heavenly decree. Can you live up to their lofty expectations, or will you flounder and fail like countless kingdoms before you? Prophecy is dead and history hangs on a feather; even the slightest breath might change the course of peoples and nations. Strike out and seize your destiny in an uncertain future! This massive 304-page gazetteer features a look at the history, cultures, and peoples of Tian Xia, with summaries of over 20 distinct nations and kingdoms on, above, and under the continent. It's accompanied by a giant poster map displaying this region of the Pathfinder setting in beautiful detail. Scheduled to ship in April 2024.

HARDCOVER (P2) PZO 13001-HC..... \$79.99  
HARDCOVER (SPECIAL EDITION) (P2) PZO 13001-SE..... \$99.99

## PEGASUS SPIELE NORTH AMERICA



### ZILENCE

*Zilence* is an upcoming Zombie game for the whole family designed by Sophia Wagner. Collect the items you need to survive and barricade yourself to avoid becoming members of the Zombie Club! A game of quiet frenzy - you must find the right path in the tangle to survive. Scheduled to ship in February 2024.  
PNA 51235G..... \$34.99

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## PLAID HAT GAMES



### ASHES: REBORN - RED RAINS - THE BLIGHT OF NEVERSET

The Red Rains thunder down, this time overtaking the peaceful garden-city of Neverset in a net of vines and thorns! Take on the Blight of Neverset, a Chimera opponent, alone or with a friend. Choose from four returning Phoenixborn: Leo, Maeoni, Saria, or Astrea, each equipped with a brand new signature card. Use the included new charm magic player deck to subdue your opponent's attacks with peaceful pleas, erode their willpower bit by bit, then arrogantly deliver the final blow in a display of fiery wrath! Scheduled to ship in April 2024.

PHG 1227-5.....\$29.95

## POKÉMON USA

### POKÉMON TCG: COMBINED POWERS PREMIUM COLLECTION

Three Legendary Pokémon ex of the Johto region combine their powers in this exciting collection! Soar above the rainbow with Ho-Oh ex, dive deep below the waves with Lugia ex, and dash across the water with Suicune ex. You'll also find a foil card featuring Mr. Mime, an oversize card featuring Lugia ex, a trio of foil Pokémon Tool cards, and a big handful of booster packs to expand your collection! PUI 290-85595.....PI



### POKÉMON TCG: MAMOSSTIFF EX BOX

Mamosstiff is usually gentle, but it can appear intimidating while protecting its allies! Join forces with this loyal Pokémon and deliver a daunting blow to your opponents. You'll find Mamosstiff ex here as a foil promo card in playable and oversize versions, along with the Rascal Pokémon Maschiff.

PUI 290-85589.....PI

## SPOTLIGHT ON



### POKÉMON TCG: MELMETAL / HOUNDROOM EX BATTLE DECK DISPLAY (6)

Powerful Pokémon ex are ready to charge onto the battlefield in the new Pokémon TCG: ex Battle Decks! Each 60-card deck is led by an exceptional Pokémon ex and includes everything you need to play right away. Let the battle begin! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86591.....PI

## SPOTLIGHT ON



### POKÉMON TCG: SCARLET & VIOLET - PALDEAN FATES BOOSTER BUNDLE DISPLAY (10)

The spotlight glistens on Shiny Pokémon making their fated return to the Pokémon TCG! Shiny Pikachu blazes the path forward as Tinkaton, Ceruleedge, Donozo, and more than 100 other Shiny Pokémon follow. Meanwhile, Great Tusk and Iron Treads appear as Ancient and Future Pokémon ex, and Charizard, Forretress, and Espathra show off their own unique skills as Shiny Tera Pokémon ex. Shed some light and discover sparkling wonders in the *Scarlet Violet Paldean Fates* expansion! Expand your collection with this Booster Bundle containing six booster packs from *Pokémon TCG: Scarlet Violet Paldean Fates*! NOTE:

This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 290-86617.....PI

## SPOTLIGHT ON

### POKÉMON TCG: SCARLET & VIOLET - PALDEAN FATES ELITE TRAINER BOX

The spotlight glistens on Shiny Pokémon making their fated return to the *Pokémon TCG*! Shiny Pikachu blazes the path forward as Tinkaton, Ceruleedge, Donozo, and more than 100 other Shiny Pokémon follow. Meanwhile, Great Tusk and Iron Treads appear as Ancient and Future Pokémon ex, and Charizard, Forretress, and Espathra show off their own unique skills as Shiny Tera Pokémon ex. Shed some light and discover sparkling wonders in the *Scarlet Violet Paldean Fates* expansion! PUI 290-85618.....PI



### POKÉMON TCG: SCARLET & VIOLET - PALDEAN FATES MINI TIN DISPLAY (10)

In this *Pokémon TCG: Scarlet Violet Paldean Fates Mini Tin*, you'll find: 2 Pokémon TCG: Scarlet Violet Paldean Fates booster packs, 1 sticker sheet, and a Pokémon art card showing the art from this Mini Tin - you can collect and combine all 5! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 210-86628.....PI

### POKÉMON TCG: SCARLET & VIOLET - PALDEAN FATES POKÉMON EX PREMIUM COLLECTION

Capturing a Shiny Pokémon has always been a rare feat, but you can add three of these Pokémon with special coloring to your arsenal in each of these collections! The final Evolution appears as a Shiny Pokémon ex, while the Basic and Stage 1 Pokémon join in as playable promo cards, and you can show off the full Evolution chain in a magnetic 3-card protector. You'll also find an oversize card featuring the star Pokémon ex, plus a stack of booster packs from the *Scarlet Violet Paldean Fates* expansion to further grow your collection! PUI 290-85634.....PI







### POKÉMON TCG: SCARLET & VIOLET - PALDEAN FATES TECH STICKER COLLECTION DISPLAY (12)

Spruce up your tablet, laptop, or other tech device with a loyal and friendly Shiny Pokémon pal from the Paldea region! Inside this box, you'll find a cool tech sticker and promo card featuring one of three Shiny Pokémon, plus booster packs from the special Scarlet Violet Paldean Fates expansion.

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86613.....PI

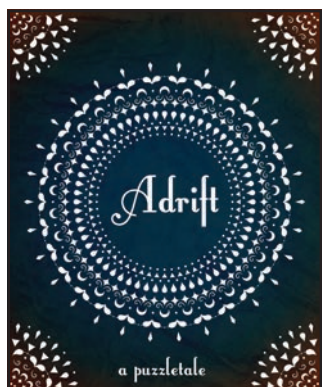


### POKÉMON TCG: SCARLET & VIOLET - PALDEAN FATES TIN

The Paldean Tin includes 1 foil promo card featuring Shiny Great Tusks ex, Shiny Iron Treads ex, or Shiny Charizard ex; 5 Pokémon TCG: Paldean Fates booster packs; and a code card for Pokémon TCG Live.

PUI 210-85624.....PI

## POSTCURIOUS



### ADRIFT

*Adrift* is a puzzle tale told through poems, illustrations, and physical artifacts, in which players will take on the role of a dream expert interpreting the significance of subconscious messages communicated by ethereal beings. Solve your way through a variety of puzzles to discover the mysterious world of *Adrift*. Scheduled to ship in April 2024.

POC ADRSE001 .....PI

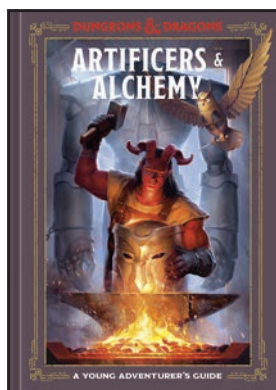


### THE MORRISON GAME FACTORY

*The Morrison Game Factory* is a narrative puzzle adventure based in a board game factory full of mystery. On the outside, the factory is busily churning out games for the whole family to enjoy. On the inside, hidden messages and untold stories await. Solve riddles, crack codes, and unravel the secrets of the Morrison Game Company. Scheduled to ship in April 2024.

POC MORRSE001 .....PI

## RANDOM HOUSE



### DUNGEONS & DRAGONS: ARTIFICERS & ALCHEMY

An immersive, one-of-a-kind guide to the wondrous magical items and creatures of *Dungeons & Dragons*, the world's most beloved tabletop role-playing game. Featuring amazing illustrations and expert insights, *Artificers & Alchemy* explores peculiar phenomena, sentient weapons, guardian gear, and the artificers who create these enchanted objects. If you're eager to start your own D&D adventures, this guidebook provides the perfect starting point to creating worlds of fantasy and weaving an epic story all your own. Scheduled to ship in April 2024.

RHP 204.....\$13.99

# Four Corners

ONE AMAZING GAME,  
TWO BEAUTIFUL STYLES!



[www.CalliopeGames.com](http://www.CalliopeGames.com)

Game play  
**20-40**  
minutes

Ages  
**8+**

**1-6**  
players

GAMES

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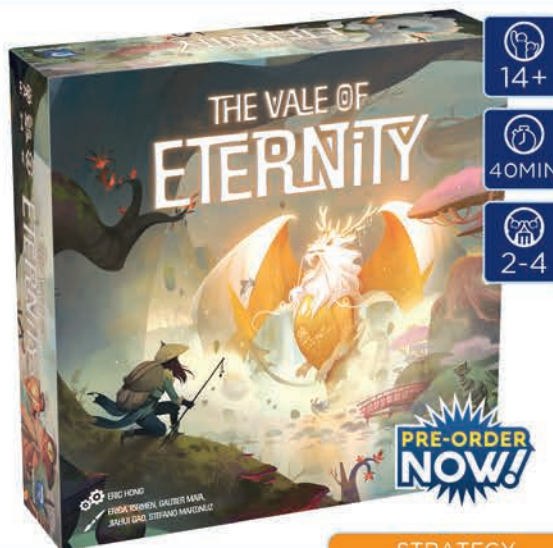
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# GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



14+  
40MIN  
2-4

STRATEGY

## THE VALE OF ETERNITY

- Become a monster tamer and hunt a variety of fantastical creatures
- Includes cards of 70 creatures from myths all around the world
- Awarded the Dice Tower Seal of Excellence

RGS02674

\$35

MARCH RELEASE!



13+  
2-3HR  
2

STRATEGY

## AXIS & ALLIES: GUADALCANAL

- Play as the United States or Japan in this head to head battle for 2 players
- Over 170 plastic miniatures included with updated mini sculpt for several pieces
- Updated rulebook to add any clarifications and FAQs since previous printings

RGS02624

\$60

APRIL RELEASE!



8+  
30MIN  
1-4

STRATEGY

## LOTUS

- Grow flowers one petal at a time using a clever and original card laying mechanic
- Transform your table into a work of art

RGS00527

\$30

MARCH RELEASE!



14+  
45-70MIN  
1-4

STRATEGY

## G.I. JOE DECK-BUILDING GAME SILENT INTERLUDE EXPANSION

- A small box expansion featuring two new missions
- All new solo mode missions featuring Snake Eyes
- Multiplayer missions where players may have a traitor in their midst

RGS02654

\$30

APRIL RELEASE!



14+  
45-60MIN  
2-5

MINIATURES

## G.I. JOE MISSION CRITICAL COBRA ASCENDANT EXPANSION

- Play as new Heroes - Rock n Roll & Bazooka
- Introduces a new boss - Serpentor
- 2 new lieutenants - Tomax & Xamot

RGS02639

\$45

MARCH RELEASE!



WWW.RENEGADEGAMES.COM

GTM

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16+

2-3HR

3-5

NEW  
RELEASE

ROLEPLAYING

**ALICE IS MISSING**  
SILENT FALLS EXPANSION

- Explore uncharted locations and confront new suspects.
- Explore brand new stories and deepen your connections to the other characters.
- 38 new cards including playable characters, Clue Cards, and more

RGS02660

\$20

FEBRUARY RELEASE!



13+

2-6

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The Nightfall expansion introduces a new component and mechanic to The Stifling Dark while also adding two investigators, four items, and one cursed item. The large flashlights cover more ground than the small flashlights included with the base game, but they can't reveal the adversary. The flashlight augments introduce ways to modify your flashlight to perform different functions that either help your fellow investigators or hinder the adversary.

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## SPOTLIGHT ON



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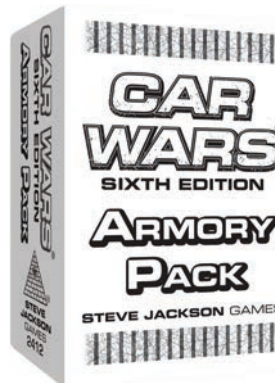
Featuring a specially-crafted system that captures the essence of *RuneScape* and an in-depth guide to the world of Gielinor, this complete core book has everything a budding 'Scaper needs to run authentic *RuneScape* roleplaying campaigns. Easy for new players, yet exciting for seasoned gamemasters, all using a unique, elegant 3d6 mechanic. The corebook contains full rules, an extensive Guide to Gielinor, character creation, magic, crafting, and more, for thrilling tabletop campaigns!

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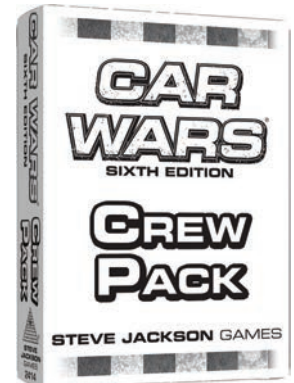
### CAR WARS

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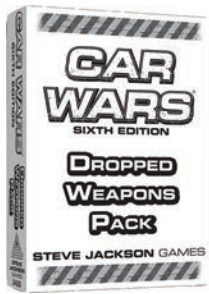
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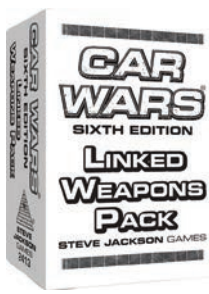
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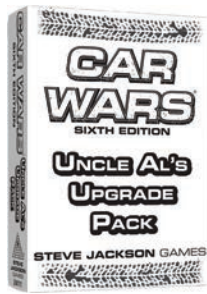




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**GET THEM NOW!**





**LIGHT BLUE**

UPI 16338..... PI



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UPI 16340..... PI



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UPI 16335..... PI



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UPI 16339..... PI

**MAGIC THE GATHERING CCG: COMMANDER SERIES -  
RELEASE 1 - MONO COLOR - Q1 2024 HOLOFOIL PLAYMAT**

Scheduled to ship in February 2024.



**KENRITH**

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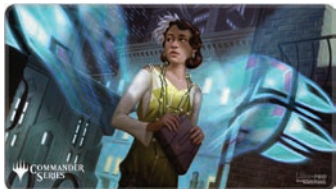


**FYNN**

UPI 38301..... PI

**MAGIC THE GATHERING CCG: COMMANDER SERIES -  
RELEASE 1 - MONO COLOR STITCHED EDGE PLAYMAT**

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**GIADA**

UPI 38297..... PI



**MAGDA**

UPI 38300..... PI



**K'RRIK**

UPI 38299..... PI



**ORVAR**

UPI 38298..... PI

**MAGIC THE GATHERING CCG: SECRET LAIR  
HOLIDAY 2023 - THROUGH THE WORMHOLE**

Scheduled to ship in December 2023.



**PLAYMAT V1**

UPI 38107..... PI



**PLAYMAT V4**

UPI 38110..... PI



**PLAYMAT V2**

UPI 38108..... PI



**PLAYMAT V5**

UPI 38111..... PI



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**VAN RYDER GAMES**

**SPOTLIGHT ON**



**FINAL GIRL: SERIES 1 -  
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**WIZARDS OF THE COAST**



**FEATURED ITEM**



**MAGIC THE  
GATHERING CCG:  
MURDERS AT  
KARLOV MANOR  
BOOSTER DISPLAY  
(36)**

Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of multiple Rares and at least 1 shining foil card in every

pack. Track the cluse, crack the case - Play detective as you collect evidence, don disguises, and identify suspects to decipher the deadly murder mystery at the heart of Ravnica. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D30250000..... PI





# FEATURED ITEM



## MAGIC THE GATHERING CCG: MURDERS AT KARLOV MANOR BUNDLE

Magic: The Gathering Murders at Karlov Manor Bundle - 9 Play Boosters, 30 Land cards + Exclusive Accessories. Get the best of Draft and Set Boosters, combined into one! Play Boosters are great for Limited play and fun to open, with a possibility of multiple Rares and at least 1 shining foil card in every pack. Play detective as you collect evidence, don disguises, and identify suspects with a box full of boosters and Land cards to build murder mystery-inspired decks. WOC D30320000.....PI

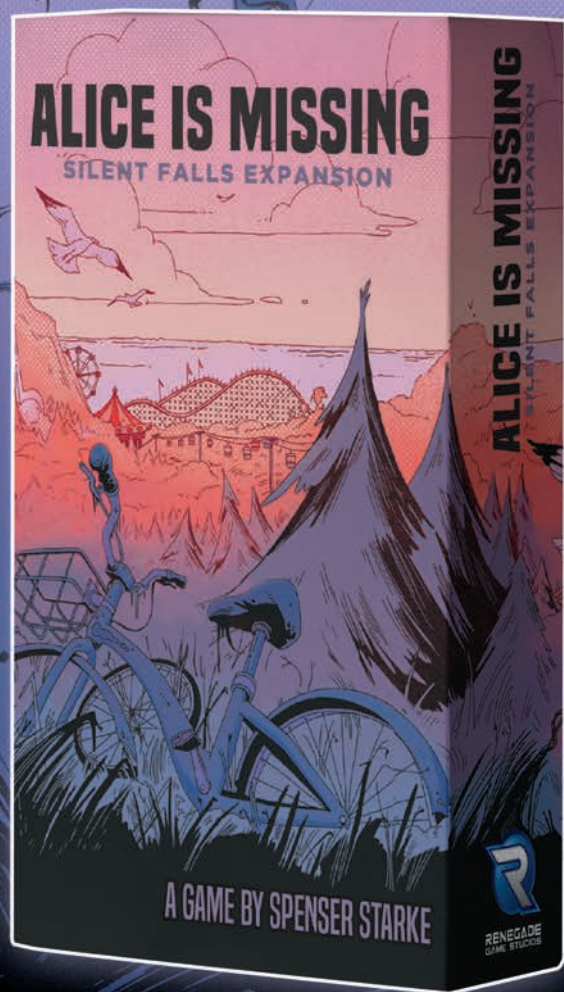


# FEATURED ITEM



## MAGIC THE GATHERING CCG: MURDERS AT KARLOV MANOR COLLECTOR BOOSTER DISPLAY (12)

Magic: The Gathering Murders at Karlov Manor Collector Booster Box - 12 Packs (180 Magic Cards). Track down the city's most notorious cards as you collect evidence, don disguises, and identify suspects to decipher the deadly murder mystery at the heart of Ravnica. Collector Boosters are a shortcut to the coolest cards in a set, with packs full of Rare cards, shiny foil cards, and special alt-art, alt-frame cards. Found only in Collector Boosters, every pack contains at least 2 Extended-Art card and may contain a card with a special new type of foil treatment. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D30260000.....PI



## WELCOME BACK TO SILENT FALLS.

RELEASING FEBRUARY 29TH, 2024

- Expansion to the award winning Alice is Missing RPG
  - Investigate new mysterious locations
- Explore brand new stories with new Suspect, Location, Character, Searching, and Clue cards
- Introduces Relationship cards that help you to deepen your connections to the other characters.
  - Core game is required to play

3-5 Players    Playing Time 2-3 hours  
Ages 16+    RGS02660    MSRP \$20



www.renegadegames.com





IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



# FEATURED ITEM



## MAGIC THE GATHERING CCG: MURDERS AT KARLOV MANOR COMMANDER DECK CARTON (4)

*Magic: The Gathering Murders at Karlov Manor Commander Deck Bundle* - Includes All 4 Decks (Deadly Disguise, Revenant Recon, Deep Clue Sea, and Blame Game). Play detective as you collect evidence, don disguises, and identify suspects to decipher the deadly murder mystery at the heart of Ravnica. Commander is a multiplayer way to play Magic, an epic, free-for-all battle full of strategic plays and social intrigue. Get all 4 Murders at Karlov Manor decks for a total of 45 never-before-seen *Magic: The Gathering* cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D30270000.....PI



# FEATURED ITEM



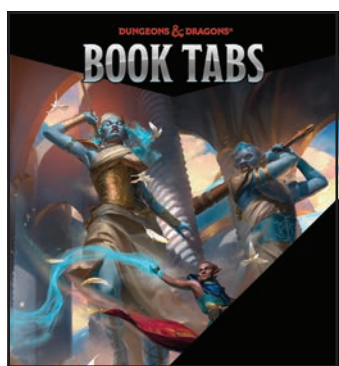
## MAGIC THE GATHERING CCG: MURDERS AT KARLOV MANOR RAVNICA CLUE EDITION

*Magic: The Gathering Ravnica: Clue Edition* - 2-4 Player Murder Mystery Card Game (Includes 8 Ready-to-Play Boosters, 21 Evidence Cards, 1 Foil Shock Land, and Detective Game Accessories. In this

unique, Clue-inspired spin on *Magic: The Gathering* there are two ways to win: solve the mystery before your rival sleuths or be the last detective standing. Guildmage Boddy lies slain in his manor and it's your job to determine the manner of his demise; gather evidence when you deal combat damage, then follow the clues to crack the case.

WOC D30370000.....PI

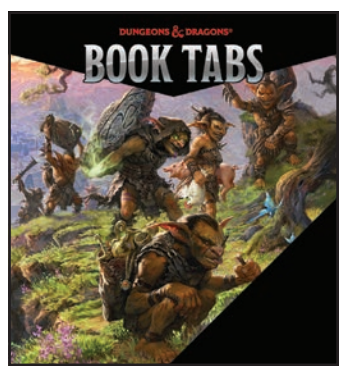
## WIZKIDS/NECA



## DUNGEONS & DRAGONS: BOOK TABS - BIGBY PRESENTS GLORY OF THE GIANTS

This pack contains 124 acrylic tabs designed to help busy adventurers keep track of important sections and even blank tabs for complete customization. Scheduled to ship in April 2024.

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## SPOTLIGHT ON



## STAR TREK ATTACK WING: FEDERATION FACTION PACK - LOST IN THE DELTA QUADRANT

This is an Expansion, requires a *Star Trek Attack Wing Starter Set* (72944) to play. Explore the unknown Delta Quadrant with the newest Federation faction pack in *Star Trek: Attack Wing*! Add brand new versions of the Intrepid-class, Nova-Class, Aerie-Class, and Delta Flyer-Class to your fleet captained by Kathryn Janeway, Rudolph Ransom, Magnus Hansen, and Tom Paris. Scheduled to ship in February 2024.

WZK 89006.....\$39.99

## SPOTLIGHT ON



## STAR TREK ATTACK WING: FEDERATION FACTION PACK - THESE ARE THE VOYAGES

This is an Expansion, requires a *Star Trek Attack Wing Starter Set* (72944) to play. Celebrate the 10-year Anniversary of *Star Trek Attack Wing* with the *These are the Voyages Faction Pack*, as players can warp into their games with new and updated versions of each version of the U.S.S. Enterprise from the game's history. Scheduled to ship in February 2024.

WZK 89007.....\$49.99

## SPOTLIGHT ON



## STAR TREK ATTACK WING: INDEPENDENT FACTION PACK - ADVERSARIES OF THE DELTA QUADRANT

This is an Expansion, requires a *Star Trek Attack Wing Starter Set* (72944) to play. With the *Adversaries of the Delta Quadrant*, pillage and hunt through the stars with 4 different independent ships: a Hirogen Warship, Nerada-Type, Numiri Patrol Ship, and a Vidian Battlecruiser. Scheduled to ship in February 2024.

WZK 89005.....\$39.99

## WORLDWIDE IMPORTS



## KEEPSAKES

In *Keepsakes*, players create a line of memories, competing to select, arrange, and recall those memories in order to gain the most Keepsakes, representing the player's score. Players start with two Keepsakes, and may gain or lose more as they complete challenges and recite the line of memories, represented by various face-up and face-down cards. Play ends when any player has zero Keepsakes remaining or the memory deck runs out, and whoever has the most Keepsakes wins (ties permitted). With that in mind players can opt to play cooperatively instead to attempt to gather the most Keepsakes collectively. Scheduled to ship in March 2024.

WWI 118.....\$24.99



# AEON'S END

## PAST AND FUTURE



*Aeon's End: Past and Future* contains two new expeditions which can be played in either order - Past or Future. Simply choose which expedition you want to play first and read the corresponding narrative booklet to begin your adventure!



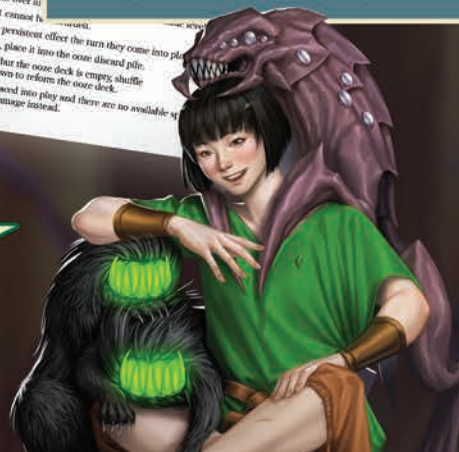
NEW EXPANSION

VARIABLE TURN ORDER

TWO EXPEDITIONS - PAST & FUTURE

DECKBUILDING WITH NO SHUFFLING

*Past and Future* is an expansion. *Aeon's End: Outcasts* or *Aeon's End: The New Age* is required to play.



1-4

60'

14+

SKU IBCAE7PFI  
MSRP 60.00



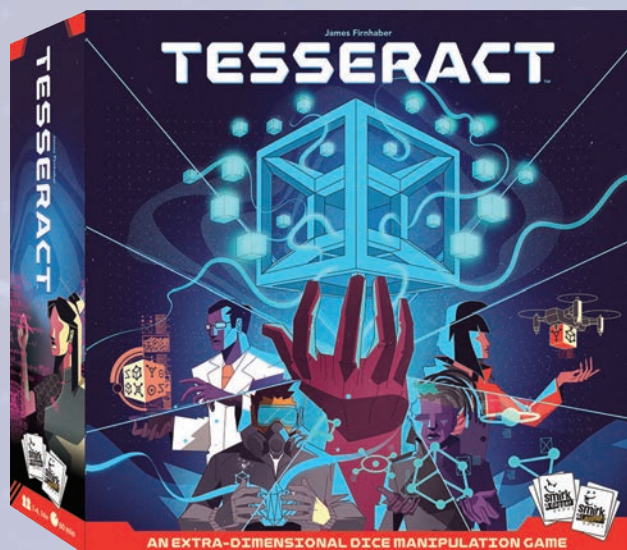
# THE CINEMATIC APPEAL OF COOPERATIVE PLAY

# TESSERACT

## TESSERACT

SND 1010..... \$54.99 | Available Now!

I often look at board games as cinematic experiences on the tabletop, where players take an active role in how the story unfolds. Think about the more 'thematic' games on your shelf. The games where you are thinking far less about optimizing your points; where the pieces fade away and you are immersed in the world of the game. Clever designers build a narrative arc and pacing into their games that fit the same structure as any good novel or movie, with an inciting event, rising action, a climax and resolution. Apart from RPGs, few genres of games do it better than cooperative games.



The reason should be apparent: A group of characters team up, face overwhelming odds, and overcome an incredible challenge. Whether discussing *The Avengers*, *Fast & Furious* or disaster film classics like *The Towering Inferno* — or amazing co-op games like *Pandemic*, *The Spill*, or *The Captain is Dead*, the structure is the same. They are perfect ensemble pieces, with you as the star-studded cast.

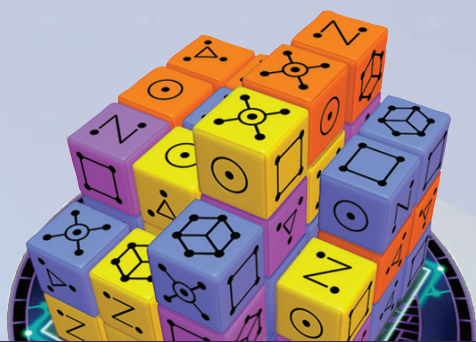
Like any ensemble cast, there is a tendency for one or two players to take a leading role and guide play, but the best games find unique ways to ensure that everyone has their time to shine and contribute in meaningful ways. Iron Man and Cap need the team, and can only rise to the occasion when everyone's talents come together. Some co-op games succeed in this better than others — and in recent memory, *TESSERACT* (Smirk & Dagger Games) is a prime example of how the design choices in the game push the importance of teamwork and individual contribution to the whole.

For the uninitiated, *TESSERACT* is an exciting new dice-manipulation game with an impressive cube of 64 colorful custom dice, sitting above the table on a rotating, dimensional laboratory stand. Thematically, the cube represents the *Tesseract*, a fourth dimensional avatar of an extra-dimensional race. The cube is priming itself to rip a hole in space/time, destroying our world with it unless the best minds on our planet can manipulate the cubes and isolate them into a containment matrix before it completes its seventh breach. While the look of the game itself is impressive, it is the careful crafting of the game mechanics themselves that make this game shine and deliver such a collaborative experience.





Let's start with the characters. It is not uncommon for games to have asymmetric abilities or to allow players to find synergies between those abilities, but the Researchers in *TESSERACT* have been built specifically to give players both perceived and true dramatic impact on play. This is immediately apparent when players sit down and read their character abilities aloud at the beginning of the game. The abilities and unique player actions all sound ridiculously overpowered. In a dice manipulation game, where adjusting a die up or down one value costs an action, a Researcher who can turn any cube, into any value, on any player's lab, sounds wildly broken. Yet to the player, the psychology of such a powerful ability is that they are immediately important. I have often left the table, feeling that if I was not playing my Researcher in this game, there was no way to have won.



Moreover, most of the player powers have been designed to cross-network, encouraging players to plan each of their turns together. As the most important action in the game is to contain cubes into the matrix, the Magnetic Physicist is both powerful in that they can do so with relative ease — and, as a by product, give away a die to another player for their use. Immediately discussions of “Who can use a blue 3?” commence, as players are pushed to plan as a team by the interlocking mechanisms of the game. These powers, additional resource cards they earn, even their viewing perspective of the *Tesseract* itself leads players to constantly talk through everyone's turn, contributing ideas and opportunities. Which means that there is no downtime between turns. Players are always actively engaged in the game.

In fact, this is what distinguishes the solo game from a play with multiple players. There are no rules changes in the solo game. You just work with two Researchers and labs, which is easily managed and allows a player to continue to transfer dice between labs, which is an important ability. But there is so much information in the game, so many different ways to use your three action points per turn, that in a solo game you will absolutely miss opportunities to optimize your turn without the perspective and ideas

of the larger team. How much you miss will determine your success. Whereas, in a four-player game, your success is driven on how well you communicate and coordinate your efforts. How much aid are you offering as a team to one another. This is a game that, if played as a head down 4-player solo game where you are only concerned with your own needs — you will lose 100% of the time. This comparison of solo game vs multi-player is what showcases just how important collaboration is in *TESSERACT*, and in my mind, makes it one of the best coops on the market.



This is a puzzle game, and a difficult one at that. The designers have balanced the game for a roughly 60% fail rate. Mind you, there are difficulty levels driven by 4 levels of base plates, so after you become familiar with the game, the lowest level may climb in success rate — where level 4 would be a 100% fail rate for a beginner, but taken in turn, the game always provides a true challenge on every outing. And there is a variant to each level. (Note: on the first printing there is a misprint. Levels 5 — 8 are the variants of levels 1 through 4, so level 5 is the same level as level 1. This is corrected on the reprint) You definitely want your cooperative games to be difficult, yet achievable and *TESSERACT* always goes down to the wire, with true cinematic flair.

The narrative ramping of the game also concerns the base plate. When a full column of dice is removed (which the game forces), a Threat icon is shown, which starts a cascading of problems in the Primed Area. Problems that if not managed well, will cause game ending Breaches. So the game begins as a thoughtful puzzle, the danger of those icons becomes alarming, leading to a mid-game where you cannot imagine pulling things out and winning, as you build enough strength to see a glimmer of hope — and a razor's edge of an ending where you win by a narrow margin or fail just out of reach. It's the very DNA of any action film and very much on display in *TESSERACT*.

If that sounds like an experience that would resonate with your gaming group, I urge you to give *TESSERACT* a try. Get your copy today but remember - collaboration is key!

...

Curt Covert is the owner of Smirk & Dagger Games and the designer of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. For the past 20 years, he has been shaking up game tables with unique game experiences, eye-grabbing table presence and a desire sweep you up in the world of the game.





# Two-Player Game Guide: Perfect for Date Night

Valentine's Day is just around the corner, and you know what that means: time to see who's better at winning! Ok, maybe not so much that, but how about some quality time with you and that special someone? WizKids has a fantastic collection of games that play great at the two-player count. Here's a look at some we recommend that would be perfect for date night full of fun, cooperation, and healthy competition!

## **Unboxed** 1-4 Players

• MSRP: 19.99 • WZK 87574

*Embark on a puzzling adventure to discover the games of an ancient culture*

In *Unboxed*, you and your partner take on the role of archeology interns under the direction of Dr. Ramos. At the dig site, the team has uncovered ten caches of ancient board games, and they need your help to figure out how they were played. *Unboxed* brings board game lovers and aspiring game designers a unique puzzle experience, which features a playful spin on the one-box mystery that's full of satisfying surprises! Dr. Ramos will be there to provide hints as you theorize and test your designs for all ten of the provided scenarios. So, what are you waiting for? Put your sleuthing skills to the test

and get these ancient games *Unboxed* together!

## **Super-Skill Pinball: 4-Cade** 1-4 Players

• MSRP: 24.99 • WZK 87520

*The award-winning tabletop pinball machine simulator*

The innovative roll-and-write tabletop pinball system is packed with exciting gameplay and retro charm. Featuring four unique pinball tables based off classic pinball themes, this game allows couples to casually play alongside each other without getting in each other's way. Choose a table with matching back glass for scorekeeping, then roll a shared pair of dice and get the pinballs rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Once you reach the lowest level, hope to land on a flipper and send the ball back to the top of the table. Play well and you'll unlock



bonuses like multi-ball, score multipliers, and more. See who can set the new high score, or simply continue playing to see who can improve upon their own score!

## **Jokkmokk: The Winter Market** 1-5 Players

• MSRP: 34.99 • WZK 87581

*Visit the world-famous Swedish folk market*

The tranquil city of Jokkmokk has hosted a world-famous market and folk festival every February for over 400 years! Visitors from across the globe don their warmest winter gear to experience the beautiful crafts, delicious treats, and breathtaking scenery Jokkmokk has to offer. Each player guides two family member meeples around the board collecting sets of festival favorites from the market stalls. Will you focus on gathering charming mementos? Will you enjoy the sights and sounds of winter in northern Sweden? There are many paths to victory and fun in Jokkmokk: The Winter Market. Light up the fireplace, pour some cups of hot cocoa, and cozy up for a colorful little game of warm winter moments.



## **SiliconVania** 2-5 Players • MSRP: 34.99 • WZK 87572

*Transform Transylvania into a booming tech hub*

The Vampire Council is looking to hire a new City Planner to turn Transylvania into the world's newest tech haven! In SiliconVania, players bid on building tiles and multi-use specialists that provide either one-time bonuses, or end-of-game scoring. Players take the building tiles they win, and place them in their 4x4 city grids, juggling different scoring opportunities, and collecting vampire and pet meeples that are looking for places to live. Create a diverse cityscape for vampire and animal life, provide plenty of blood banks for your citizens, secure enticing contracts, and bring aboard the best specialists in the industry!





# *The Delectable Game of Appetizer Arrangement*



Break out your serving boards, cured meats, and accoutrements as you prepare to create a delicious display of eye-catching appetizers in Charcuterie: The Board Game.

At A Glance: Number of Players: 2-6  
Ages: 14+  
MSRP: \$40.00 USD

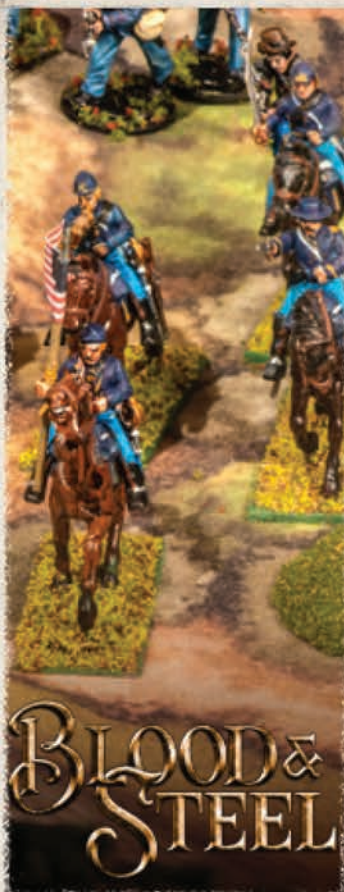
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*Blood & Plunder*



BLOOD & STEEL



BLOOD  
AND  
VALOR



BLOOD & CROWNS

# BLOOD & EVERYTHING

by Mitch Read



With Firelock Games release of **Blood & Crowns** which covers the period of the Hundred Years War, gamers now have the third game in the franchise as it joins **Blood & Valor** (Great War), **Blood & Steel** (era of black powder) and the flagship game **Blood & Plunder** which covers the early colonial Americas.

Gamers who play all three already know that each of these games share a DNA that once you learn to play one of them, you understand how the others work. This design fungibility is really a huge benefit to gamers who like to play multiple periods without having to learn many different rulesets.

Credit must go to the early design team at Firelock lead by Mike Tuñez and Fred Barnard, who created a tight and solid game with the initial release of **Blood & Plunder**. The game featured a bidding activation system, clear rules for ranged and close combat and a fatigue system that works so well it quickly attracted a lot of fans, even some like me who never had a desire to play a game about the golden age of piracy.

As the original game expanded its lists and flavor, Rufus and Kai DeVane looked to use the core rules and adapt it for a game that covered the underrepresented Great War in miniature. I was able to help develop **Blood & Valor** and having a tested ruleset as the bedrock of the new game made its design easier than if it was a brand-new design. Since we all knew the rules very well, we were able to focus on the different characteristics of a conflict that took place centuries later and give **Blood & Valor** the flavor and feel it needed.

Having worked on many gaming projects that started from scratch, we were able to get the game in the hands of gamers in less than 18-months. While the game did change some mechanics as in activation bidding, the basic rules stayed the same other than changed that were needed to represent the capabilities of early 20th-century warfare.

Right on the heels of **Blood & Valor** we saw a game that covered a wide range of conflicts during the 19th century called **Blood & Steel**. This was a big test for the game engine since it covers about 80 years of warfare where technology and tactics changed quickly. The agility of the core mechanics and how they were adapted during this period showed the fungibility of the rules which were created years before and which focused on a much different era.

Then came **Blood & Crowns** which covers the period before **Blood & Plunder** and once again the mechanics were brilliantly adapted to the late Medieval period and in many ways shares more DNA with the original design.

With the design phase easier due to using the core rules, the developers of each of the games were able to really concentrate on the unique feel of the period their game needs to represent and of course create all the various lists and historic characters that makes the game so much fun to play.

Gamers should realize how much a franchise game series benefits them. It means that they can learn one set of basic rules for one game and quickly understand all the other games in the series. While many may think that one game engine cannot possibly cover a 600-year period with the fidelity they desire, this is not the case here. Each period covered by the series has that unique feel that it should where you get the playing experience you want out of a game.

Another thing that gamers who play all the games realize is that the similarity of the rules does not translate into you playing them the same way. Each game forces you to use a unique approach to your game play that fits the period you play. The means that the game will never get stale tactically.

Not wanting to reveal spoilers, I can assure you that in the future many other games that use the core **Blood & Plunder** rules will be out from Firelock Games that cover all sorts of genres and eras. All you need to do to join in all the fun is to start playing one game in the series and then expand to all of the interesting setting that appeal to you.



The background of the entire poster is a dark, atmospheric scene. A central figure, a person in a full-body tactical or military suit with a helmet, stands with their back to the viewer. They are positioned in the center of a large, circular opening that resembles a tunnel or a cave entrance. The walls of this opening are covered in a complex, organic, and textured pattern, possibly representing alien architecture or a natural mineral formation. A bright, ethereal blue light emanates from the far end of the tunnel, creating a strong silhouette effect on the figure and illuminating the surrounding environment. The overall color palette is dominated by dark blues, greys, and the bright blue light source.

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# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

## EPISODE 66: WARPAINTS FANATIC RANGE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.



### THE ARMY PAINTER TRIUMPHS!

The Army Painter have been around for more than a decade, gradually expanding their range over the years, adding new formulations and taking feedback from the miniatures painting community. Their Speedpaints 2.0 range, for example, was a significant improvement over the first Speedpaint offering based on community feedback.

The Army Painter are poised to unleash their largest upgrade to their paint range – Warpaints Fanatic. These paints are primarily replacing their previous Warpaints range, and have a few important improvements to focus on:

- 1) Consistency: the Warpaints Fanatic range have a lovely, smooth consistency that is consistent across the range, making the paint easier to work with.
- 2) Coverage: a dramatic increase in the amount of pigment in the painted means that the core range have a great coverage, regardless of the color being used.
- 3) Naming Convention: in addition to the fun names like Mulled Berry, the paints also have a descriptive name (like Black Purplish Red, for example) which is more helpful for painters with some form of color-blindness.
- 4) Flexible 'Triads': the paints have been developed in groups of six similarly-hued paints, rather than the usual three found in typical 'triads'. This means you can easily make decisions about basecolors, shading, and highlighting within these groupings, and still experiment with mixes across other groupings too.

The Army Painter are on to a real winner with this range, as their paints will appeal to beginners AND veteran painters too!

The miniatures used as examples on these pages are from CMON's A Song of Ice and Fire range. They are the very cool Mormont She-Bears.





I started with a coat of The Army Painter Matt Black spray primer, over which I drybrushed some of The Army Painter Oak Brown.



I then drybrushed again with The Army Painter Fur Brown.



I basecoated the inside of the cloak with The Army Painter Mulled Berry.



I then highlighted with a mix of Mulled Berry and The Army Painter Ancient Stone, leaving some of the previous layer in the shadows.



I basecoated the green with The Army Painter Angel Green.



I then highlighted with a layer of The Army Painter Greenskin.

## EASY BASING

Basing these minis was quite easy. After the painting was done, I spread a layer of Vallejo's European Mud texture paste all over. This was then lightly drybrushed with The Army Painter Ancient Stone. Once that was dry I added some Vallejo Snow texture paste and glued on some foliage from Gale Force Nine.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





## KUTNÁ HORA: THE CITY OF SILVER (CGE 00070)

From Czech Games Editions, reviewed by Eric Steiger

13 & Up	2 - 4 Players
30 - 45 Minutes	\$59.95

I don't know if I'd go so far as to say that the Czech Republic is the new Germany when it comes to Eurogame design...but I wouldn't *not* say it, either. *Kutná Hora* is the latest offering from Czech Games Edition, which has grown from being primarily a vehicle for a single designer to a respectable mid-size publisher in its own right. And I'm happy to tell you what it's about and how to play it, as long as you don't ask me to pronounce it.

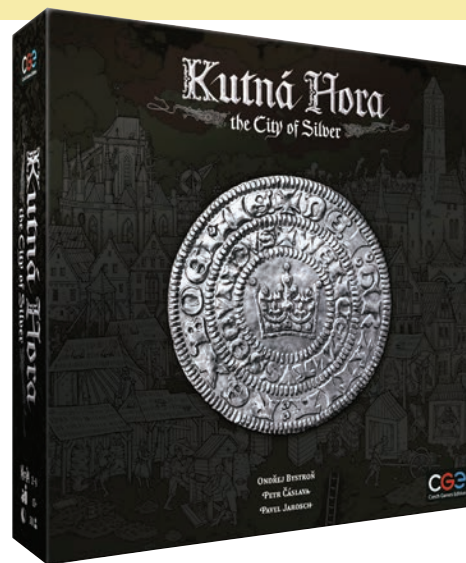
*Kutná Hora* lasts 5 or 6 rounds, depending on the player count, and your goal is to gain prestige as a builder and influencer in a 14th century silver mining boomtown. In other words, just like in every other Euro ever, obtain the most victory points. You begin the game as a member of three out of the six available guilds, which determines what buildings you are able to produce, based on a semi-randomized setup that can vary each game. In other words, you are able to build half the available buildings, and need other players to supply the rest.

The neat twist to this game is the fluctuation of the commodities markets. There are six different commodities, each of which has its current price (in "groschen", the currency) showing on a tracking device. As you build a building that produces that commodity, you adjust its tracker to reflect a decrease in price because the supply has gone up. However, as the city grows, you will also reveal new cards in the tracker displaying price increases, reflecting increased demand due to increasing population. Manipulation of the commodities market is a key element in the game.



On your turn, you will play one or two of the 6 double-sided cards in your hand, to take one of the actions printed on it (on the first 2 turns of each round, you take 2 actions, on the 3rd, you take a single one). Actions include mining (adding a tile to the mine tableau on the board, usually resulting in an increase in ore production and eventual victory points for you, at the cost of a permit for more miners and wood for building), buying rights to build (usually costing money or a permit), buying land upon which to build (again, costing money, but strangely, no permit required), actually building (which costs wood, and can be either one of your 3 guild buildings, giving you the benefits of ownership, or a public one, which benefits all players equally), taking income from the buildings you own, or donating to build the church (which has different effects depending on how close to finished it is). Additionally, one card has a "Joker" face, that can be used for any action, for a price.

Like many Euros, *Kutná Hora* is a bit of a point salad — you'll score victory points for mining, for building buildings, for having



buildings near public buildings, for contributing to the church, for having high income, etc. In practice, this means that the major strategy for winning is manipulating the economics engine of supply and demand to get the most value out of the commodities you control. Naturally, however, everything depends on everything else — building lots of mines requires wood and permits, as does building buildings; you can control what things score by adding patricians to the town council, but doing so requires you to build public buildings (which benefit everybody equally).

I should take a moment to discuss the components for the game, as they merit it. The board and cardboard tokens are high quality, but not unusual. However, the wooden components are made from "RE-wood," a recycled wooden composite material, for a unique feel and sustainability. Additionally, alongside the game, CGE sent me a set of the quality, heavy metal coins to be used in place of the cardboard ones, and those are always appreciated. In denominations of 1, 5, and 20, they lend a great feel to the game.



*Kutná Hora* is solidly, unashamedly a Euro game, and like most Euros, limits the amount of direct interaction between players. Most of the time, you are pursuing your own agenda, and are only indirectly affected by other players' choices. However, those indirect effects can be impactful — the constantly changing cost of goods affects your own plans, as does the availability of certain buildings. This is definitely not the "multiplayer solitaire" experience the way some Euros can be!

Eric is your friend, and friends wouldn't let you play bad games.





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**EXPRESS ROUTE (USO HB000-636)**

From USAopoly/The OP, reviewed by John and Dell Kaufeld

 10 & Up	 1 - 4 Players
 60 - 90 Minutes	 PI

It's 1959 in the alternate reality of *Express Route* from The OP, and catalog shopping is exploding throughout the US! Thanks to its advanced technology and skilled employees, the Express Route Delivery Service is ready to keep those packages moving on time.

Packages have different levels of urgency, so the players need to cooperate while planning and prioritizing choices, and do it quickly because if they don't, the whole company will crash and burn in the raging fires of customer disappointment. And nobody wants that.

To make sure everyone gets their stuff on time, let's look at the top five things you need to know about *Express Route*.

**WHAT MAKES IT TICK**

In *Express Route*, one to four players take the roles of logistics employees tasked with directing a shared fleet of three trucks and an airplane to pick up and deliver packages. The classic pickup and delivery mechanic sits at the heart of the game.

Wrapped around that core are a cooperative decision-making system and a ton of customizable options. Some of the customizations happen randomly during setup, but the most important ones are driven by player choices during the game.

**PREPARING TO PLAY**

Because this is a cooperative game, players share control of the trucks and the airplane. Players get their own control board plus a specialist whose talent gives you a much-needed boost in the middle of gameplay.

But, that's the end of it. From that point on, everything is collective. You do your best for the company and to support your fellow team members. But mostly, you do it for the company.

The game begins with the trucks and the plane strategically positioned around the board. Five semi-randomly selected packages go onto the board in their shipment origin locations, and the all-important demand track is set to 15, right in the middle of the "green" zone.

Don't worry... it won't stay there long once the news about your stellar work starts getting around.

**THE PACKAGES KEEP COMING**

Every turn, the current player checks the demand track and adds one or two packages to the board.

In the beginning of the game, they're low demand packages that move the demand counter by just one, two, or three spaces. Later in the game, the customers get more demanding and the numbers go up to four, five, or even six.

Each package has a starting city and a destination city. As you keep adding packages to the board, they can begin stacking up in busy starting cities around the map.

Because the game works on a "last in, first out" model, you have to take care of the last package that arrived in a city, even if a higher priority package is next in the stack.

**UPGRADES HELP  
MANAGE THE MADNESS**

One of our favorite parts of *Express Route* is the upgrade system. The game offers you 21 upgrade cards that let you change almost everything.

You can increase the speed or capacity of the trucks, load more packages at one time, add more space to the "phone bank" that brings new packages into the game, and even give yourself more actions on a turn. Best of all, you can buy as many upgrades every turn as you want.

Of course, there's a catch: to buy an upgrade, you discard one of your successfully delivered packages — you know, the ones that help you win the game.

**SOLO PLAY AND SCENARIO OPTIONS**

Even though the designers imbued the game with a wonderful level of replayability, they went a step further by building in a very functional solo play option and 20 challenging scenarios, each with unique game setups.

For solo play, you can play the game with one or more control boards and specialists, essentially creating a group of mock players with unique abilities. On the scenario side of things, the rules include instructions for varying the mix of event cards and packages, possible specialists, and available upgrades. And every scenario works for any number of players.

**VERDICT**

There's a lot to love about *Express Route*, from the tension of deciding how to upgrade your systems to the ever-growing tension of watching the demand tracker stutter and jump from green to yellow to red.

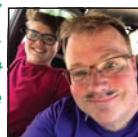
We probably should've mentioned this earlier, but you *will* lose this game the first few times you play. Maybe you'll lose more than that. Perhaps the logistical gods will smile on you for an occasional win. There's a good mix of luck and skill in *Express Route*, which makes us love the game even more.

Still, there are a couple of rough spots in the instructions. For one, the QR code leading to video instructions doesn't work. (To find the video instructions, search YouTube for "*Express Route - How To Play*.") There's also a rule missing from step 1 Add Packages in the Detailed Turn Rules section. It should say that if the demand pawn moves into a new color band during a turn, you ignore the new color and finish the turn with the original color's settings.

Regardless, we still give *Express Route* a solid recommendation. If you want tons of player choice wrapped in a cooperative package, this game delivers.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "*And Maybe a Lemon*." Who knows what might happen next?





**DRAGONBOND: LORDS OF VAALA (DAO 25100)**

From Draco Studios, reviewed by Brian Herman

 14 & Up	 1 - 4 Players
 60 - 120 Minutes	 \$59.99

I'm always delighted when I play a game that has a new twist on an older formula. Tactical territory games, while enjoyable, are nothing new to the gaming world. However, all it takes is a gentle twist on the standard way to play to make an entirely new strategy. When I first opened *Lords of Vaala: Dragonbond*, my initial thoughts were that it was a run of the mill territory control game. As I read the rules and started the first game, I realized I couldn't have been more wrong. Read on and discover what I did, a tactical wargame that's unlike anything else on the market.

In *Lords of Vaala: Dragonbond*, 1-4 players take on the asymmetrical roles of two dragons and two generals vying for control of a fictional land using whatever means at their disposal. The gameboard of the map is placed on the table, and each player chooses one of the 4 characters to play as, with all the unchosen characters becoming a "Faceless" AI. Each player gets a miniature, player board, tokens and sets of both action and Vaala cards to play with. Regional cards are given to Generals (not Dragons) for each area they control. A deck of event cards is shuffled and placed on the gameboard. Power tokens and generic armies are added to each region on the board that doesn't contain a player. A first player token is given randomly, and then gameplay can begin.

*Lords of Vaala: Dragonbond* is played over a series of 6 rounds, using 12 event cards to bookend the player's actions each round. First, an event card is drawn and placed facedown in the center of the play area. Then, starting with each player and proceeding around the table, each player must play an action or regional card from their options face down on top of the action card. Faceless/AI players simply add the top card of their deck to the stack. Once each player has played a card, the starting player can choose to keep adding cards or pass. If the first player passes, he must give up the first player token to another player. If not, he must play another card to the stack and then each other player can choose to play or pass. If a player passes, they get the first player token for the next round. As soon as one player passes, the planning phase is over, and the next event card is added to the stack.

During the action phase, the stack of cards created in the planning phase is flipped over and cards are resolved one at a time. Event cards typically add power tokens or generic armies to various regions on the board, and then each player in turn resolves the card they placed, using symbols translated on their player boards. Options are typically to move units into other regions, gather power tokens, and initiate conflict. Players also have Vaala actions, which allow them to draw or play "Vaala" cards at the expense of exhausting power tokens gained for powerful one-time effects. When timed correctly, these actions can swing the course of the game.



All this maneuvering is done with the goal of amassing 10 power tokens; when this happens, the game is immediately over, and a winner is declared.

However, it's possible for a General and a Dragon to team up and create a Dragonbond, their fate tied together for the rest of the game. If a General and Dragon ever end in the same region after an action is resolved, both players roll a single attack die and can exhaust power on their board to reroll.

If both players roll a hit, the characters are "Dragonbonded." From that point on, they are considered allies and will win or lose the game together.

I really enjoyed *Lords of Vaala: Dragonbond* in a way I don't recall doing so with other tactical territory control games. The mechanics are deep enough to keep every game different, yet simple enough to teach easily and jump right into the action. The action system of planning the stack of cards and then resolving them feels both tactical and organic, trying to guess what opponents are going to do. Some rounds will drag on and on, and some will be over quickly. If you're a fan at all of tactical territory control games, give this a shot. You won't be disappointed.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





## WONDER WOODS (BOG 09061)

From Blue Orange USA, reviewed by Whitney Grace

 2 - 5 Players	 8 & Up
 15 Minutes	 \$24.99

*Wonder Woods*'s box art depicts a path of mushrooms stretching to a sylvan horizon as the sun casts a magical glow on it. The game's title and cover art are deceptive, because I assumed the concept was about enchanted plant life instead it's about magic mushrooms. Curb your tie-dye and psychedelic music state of mind and route your imagination to the wondrous world of mushroom harvesting in an enchanted forest.

Players are invited to grab a basket and journey to the *Wonder Woods* to hunt for four rare mushroom varieties: parasol, chanterelles, morels, and porcinis. As mushroom hunters, each player possesses knowledge about the fungi's values. Share, deduce, and bamboozle your way to having the most valuable and tasty mushroom harvest!

The game components are: four mushroom patch boards, 16 information card, one first player token, 56 wooden mushrooms (14 of each variety), 35 wooden baskets, and one instruction manual. A game with four mushroom hunter players starts by each taking seven baskets of one color, then keeping five of them and placing the remaining two baskets in the play area's center. The four patch boards are placed corner to corner in the center and each player takes 12 of the wooden mushroom pieces identical to their mushroom patch.

Next the information cards are shuffled, placed face up, and dealt into piles that match the mushroom patch boards. Once all the cards are sorted, shuffle them separately, and set each pile face down. Remove one card from each pile and place it face down under its marching board. This secret information card indicates the final point value of each mushroom variety at the game's end. Finally reshuffle all the information cards together and deal them. The first player token is handed to whoever last went mushroom hunting. (If no one has ever gone mushroom hunting, I suggest the first player is whoever last bought, purchased, ate, grew, or cooked any fungus.)



Each round in *Wonder Woods* has two phases. Phase one is the harvest where hunters use their baskets to harvest mushrooms from the patches. Players also have the option to skip their turn in this phase. Each mushroom patch board has columns with a varying number of basket slots. Hunters place the corresponding number of baskets in the furthest slot on the left to earn a mushroom token. The phase continues going around until all the hunters skip their turn. Bonus mushrooms are awarded to hunters who have the most baskets on each patch. Clear all the baskets from the patches before the second phase.



The second phase is the information exchange where hunters can share an information card from their pile to earn an extra basket. They can skip their turn in this phase like the harvest phase. After each hunter decides an action, they take an extra basket and simultaneously flip over their information cards. This ends the phase, and the first player token is passed to the left and a new round begins.

Mushroom hunters continue playing rounds until two or more of the patches don't have any more tokens. Players finish a final harvest phase, then reveal the hidden information card beneath each patch board. This is the final value of each mushroom variety. Hunters then count each of their mushroom varieties and multiply it by the final value. Next, they add all of their values. Whoever has the highest value wins the game!

The *Wonder Woods* designers did everything within their power to make the game utterly charming. The game concept is cleverly unique and makes you curious about mushrooms. The wooden tokens are fun and a welcome change from the usual plastic components. Old school gamers or game collectors will recognize the throwback to when most components were made from wood. It also harkens to the game's ecological theme.

Gameplay is deceptively simple. I write that because it took me a long time to puzzle out how the second phase worked. I'm too used to game phases being longer and complicated. I felt humbled after realizing the rules' simplicity was to keep up the mushroom harvest hustle. It is a competition after all. My younger relatives won't let me live this down for a long time.

I do wish that all of the individual mushroom species were identified. The manual names two of them but you're left relying on the Internet to figure out the others. In future versions, a small table with the mushroom name next to its token could help. It will also make players feel über smart when they can identify that mushroom variety in the wild. All's fair in mushroom hunting!

...

*Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.*





**BATTLETECH: ALPHA STRIKE - BOX SET (CAT 35690)**

From Catalyst Game Labs, reviewed by Thomas Riccardi



14 &amp; Up



2 Players



120 Minutes



\$39.99

In the 32nd century mankind is at war, and you are in charge of its armies. Across the battlefield there are parts strewn about as mechs are fighting for control of the planet. Instead of being in the cockpit with the rest of the MechWarriors, you are controlling them from the front lines. Will you be victorious in your struggles for control of the planet, or will your efforts be crushed like the littered mechs that proliferate this planet? This is the setting behind the latest boxed set from Catalyst games welcome to *BattleTech: Alpha Strike*.

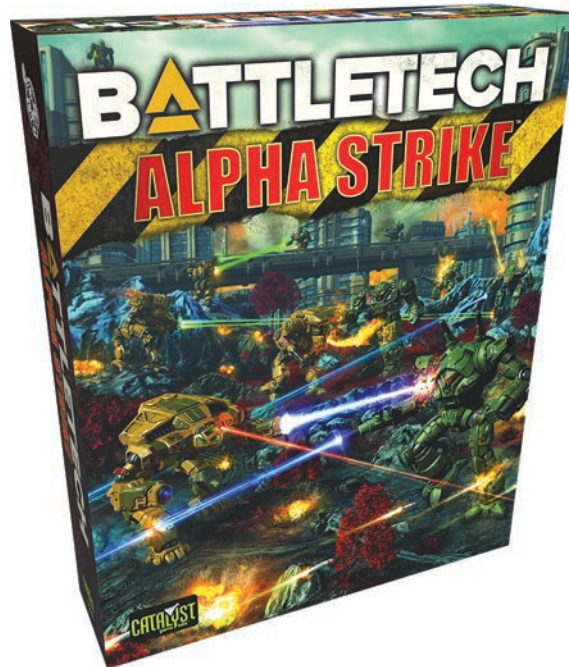
This boxed set is packed full of everything you need to create your own little warzone. There are two six-sided dice, a 16-page universe primer, a 24-page novella and of course a 40-page rulebook. Three sets of cards are included consisting of 13 Alpha Strike cards, 13 MechWarrior cards and 25 Battlefield support cards along with a heavy stock reference sheet. This boxed set also comes with terrain; you get two punchboards of trees along with game counters, nine small fold up cardstock buildings and six large fold up cardstock buildings.

However, the star of this show are the 13 highly detailed and fully assembled miniatures that come in this boxed set. Some of these mechs are variants that have been in other boxed sets, like the Atlas and Timber Wolf, but there are two that are new releases: the Wraith is a 55-ton mech that can inflict quite a bit of damage, while the 40-ton Pouncer is a light mech that can harass bigger targets.

One of the biggest things you'll notice between the regular MechWarrior games and Alpha Strike are the stat cards. When you play a normal game of BattleTech, each mech gets its own sheet. However, in Alpha Strike, we use reference cards as this is faster paced than its predecessor as you command entire armies including tanks and other field equipment. Players decide on a scenario and then the victory conditions. The sequence of play is broken up into four phases and that is the Initiative Phase, Movement Phase, Combat Phase and End Phase.



The Initiative Phase is what you start with at the top of every turn as each player rolls as 2d6 as the player with the highest result wins the initiative for that turn. For winning that round the player who rolled highest gets to move and shoot after all the other players simulating a tactical edge over his opponents. Once that has been determined



then the players can move their mechs across the battlefield. Each of the stat cards has a movement value showing how many inches that Mech can move during its turn. Terrain must be taken into account as well, as it may impede your progress (you can also choose to change the Mech's facing to "standstill" which increases your ability to hit targets but increases your chance to be hit), or some Mechs can jump which ignores terrain but makes it harder to hit targets and to be hit as well.

During the Combat phase there is a sequence that needs to be resolved and the first is to verify the line of sight or LOS. If the Mech can see the target, they can hit it as long as their weapons are in the same firing arc which is the next step. After determining the first two factors you then find out the range to the target where up to 6" is short, over 6" up to 24" is medium and over 24" and up to 42" is long range and apply the appropriate modifier (0 for short, 2 for medium and 4 for long). There are modifiers for other things such as movement, cover, etc... along with the Mech's skill rating and that gives you a modified to hit number. You will need to roll higher than that number on a 2d6 to hit your target. Once you hit your target you determine the damage and if the attack has depleted all of the structure of the target, then it is destroyed. The End Phase deals with effects of combat including damage, heat (which includes overheating and the possibility of a shutdown) along with cooling down.

*BattleTech: Alpha Strike* is an amazing introduction to conduct massive battles with a streamlined ruleset and also includes fantastic miniatures that can be used interchangeably between BattleTech and Alpha Strike. For more information on this and other great products head over to <https://www.catalystgamelabs.com/> and get ready to command an army of mechs.

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*







## Greetings GTM Fans!

For our February issue, *Game Trade Magazine* is teaming up with Draco Studios for a fantastic giveaway!

One lucky winner will win a copy of *Dragonbond: Lords of Vaala*, courtesy of the team over at Draco Studios! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on January 30th and will close on February 19th, so don't delay!

Already a fan of ours on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

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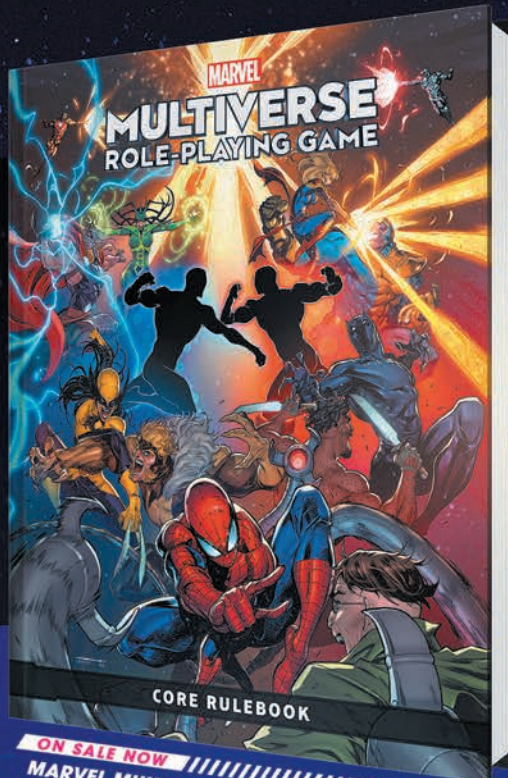


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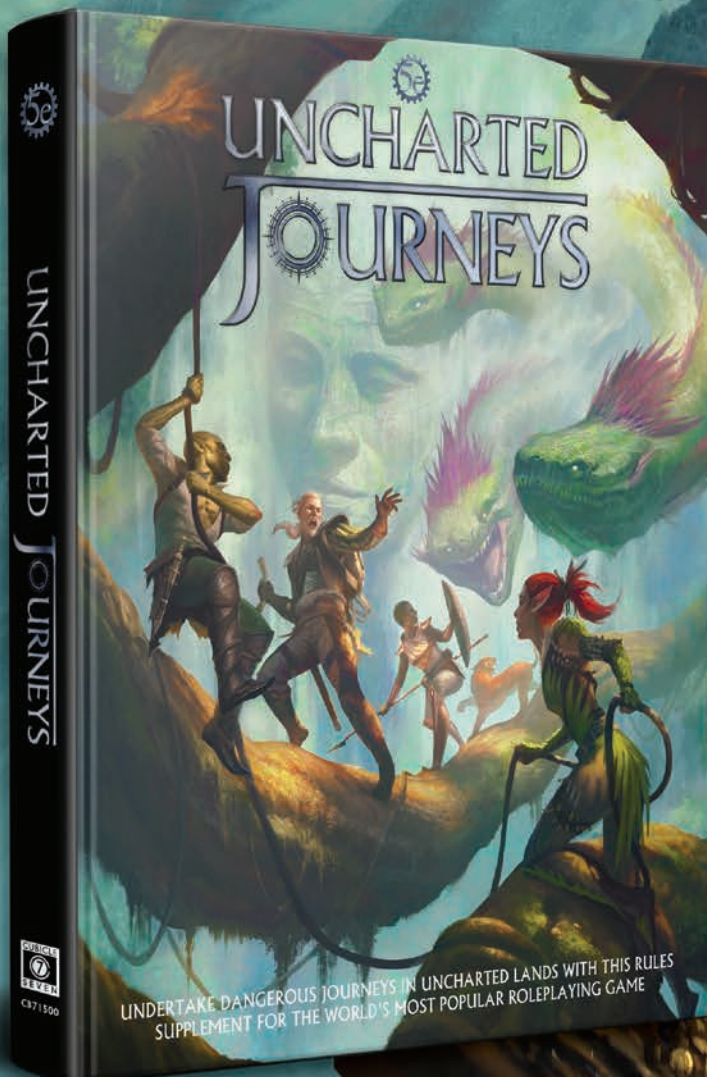




# UNCHARTED JOURNEYS

From the award-winning team that created *Doctors and Daleks* and *Adventures in Middle-earth* comes **UNCHARTED JOURNEYS** for 5e!

**UNCHARTED JOURNEYS** brings detailed travel rules to 5th edition Dungeons & Dragons and provides in-depth yet simple rules for creating memorable and compelling journeys. This huge 296 page book offers a wealth of advice, new rules, and almost 2,000 unique encounters over dozens of biomes and landscapes to make travel a key part of any 5e game!







## SIXTY YEARS OF ADVENTURE

Cubicle 7 is delighted to celebrate the 60th Anniversary of everyone's favourite Time Lord with the release of TWO roleplaying game books celebrating the Doctor's adventures!

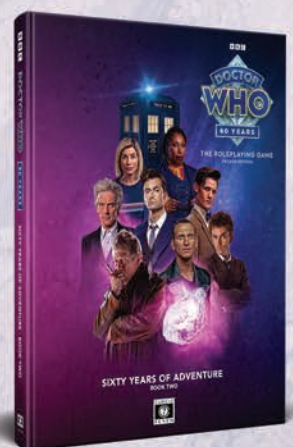
**Book One** covers 1963–1996, from the First Doctor to the Eighth Doctor. Journey back to where it all began sixty years ago as the mysterious Doctor whisked away two unsuspecting school teachers in the TARDIS, to the Doctor's dramatic regeneration into the War Doctor. From '*An Unearthly Child*' to '*Night of the Doctor*', relive the Doctor's adventures and meet their most trusted companions.

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Both books offer a wealth of information for Gamemasters, players, and fans, to celebrate the anniversary of the world's longest-running science fiction television series. In addition, each Doctor has a new adventure that mysteriously interweaves to create an epic multi-Doctor experience that spans millennia.



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# COMING IN MARCH

In addition to the two **Sixty Years of Adventure** books, we have three additional exciting **Doctor Who** products arriving from the printers, perfect to bridge the gap between last year's Christmas Special (*The Church on Ruby Road*) and the first full series featuring the Fifteenth Doctor, Ncuti Gatwa.

## DOCTOR WHO: THE ROLEPLAYING GAME SECOND EDITION GAMEMASTER'S SCREEN

The **Gamemaster's Screen** for **Doctor Who: The Roleplaying Game** is a three-panel landscape screen with a stunning image of some of the Doctor's many incarnations. The interior contains the most used rules and tables, handy for both novice and seasoned Gamemasters to refer to in the middle of an epic adventure without slowing things down.

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## DOCTORS AND DALEKS 5E

Just in time for the 60th Anniversary we saw a new rejuvenation of the 5th edition rules when the wild adventures of everyone's favourite Time Lord meld with the world's most popular roleplaying game in ***Doctors and Daleks***.

***Doctors and Daleks*** utilises a new set of mechanics called Quips, which are a bit like spells from the 5th edition rules; only all characters use them. Quips represent your character's special abilities and the strength of words, allowing you to do incredible things, such as convincing a Judoon that it has made terrible life choices.



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The core of the game is the **Doctors and Daleks: Player's Guide**, which introduces all the new rules, including a full set of Character Classes for companions, plentiful backgrounds, and a bespoke set of guidelines. Within the guide are rules for how to use different levels of technology and for using and customising the TARDIS.

The **Doctors and Daleks: Alien Archive** details a host of aliens the Doctor has encountered; from Axos to Zygons, each entry looks at their motivations and methods, offering plenty of advice for how to use them in your **Doctors and Daleks** adventures. **Doctors and Daleks: Alien Archive** holds over 60 monsters and aliens fully compatible with 5e.

Finally, there is **Doctors and Daleks: The Keys of Scaravore** – a collection of adventures for Levels 1–5, converting the **Secrets of Scaravore** campaign to 5e, which leads the characters to the Wild West and distant worlds, encountering Draconians, Silurians, Zygons, and more.



# COMING SOON

Just in time for the Doctor's return to our screens in their Fifteenth incarnation, Cubicle 7 has even more **Doctor Who** content for your **Doctor Who: The Roleplaying Game** campaigns.

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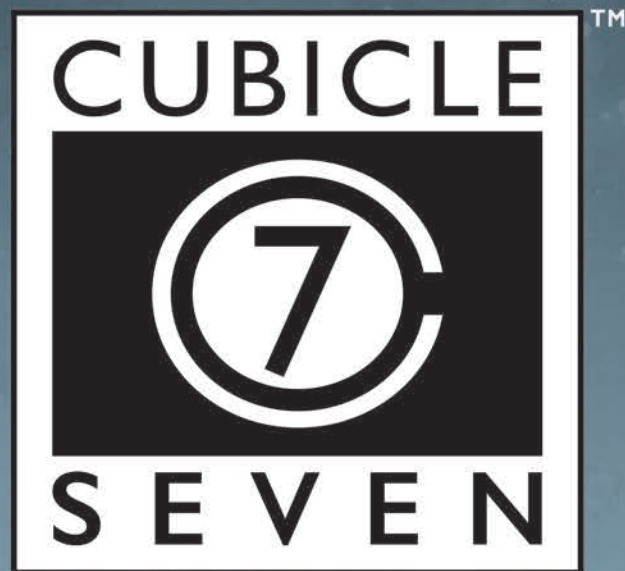
This Sourcebook chronicles all of the Thirteenth Doctor's adventures. Featuring details of all of the Doctor's allies, enemies, aliens, and gadgets, this Sourcebook contains everything the Gamemaster could need as well as being an informative resource for fans of the show.

The Doctor finds a mysterious past with the secretive Division, uncovering the plans of a new incarnation of the Master, trying to halt the relentless destruction of the Flux, to finding an incarnation of herself she didn't know even existed.

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